

Year 2 Design and Technology Coverage

'As Designers, we plan, test and create so we can solve relevant problems to meet the needs of ourselves and those around us'

Unit:	Hi Ho, Hi Ho! It's off to work we go	A whole new world	All at sea
National Curriculum	<ul style="list-style-type: none"> • Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing. • Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics. 	<ul style="list-style-type: none"> • Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely. • Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product. 	<ul style="list-style-type: none"> • Explore and use sliders and levers. • Understand that different mechanisms produce different types of movement. • Know and use technical vocabulary relevant to the project.
Subject Focus	D&T topic - Wheels and axles We will make a model mine cart	D&T topic - Preparing fruit and vegetables We will plan and prepare a menu with foods from around the world	D&T topic - Sliders and levers We will make a model lighthouse that uses a lever to lift objects
Top Ten / Fab Five	<ul style="list-style-type: none"> • We will use construction kits with wheels and axles to make models • We will learn about different ways to attach wheels to axles. • We will learn about different ways to attach axles to vehicles • We will learn how to mark out, hold, cut and join materials. • We will use what we have learned to make a model mine cart. 	<ul style="list-style-type: none"> • We will look at and taste a range of different fruits / vegetables • We will work out which fruit and vegetables we want to use • We will learn how to prepare food hygienically • We will learn about a healthy, balanced diet • We will use what we have learned to plan and make a healthy menu of food. 	<ul style="list-style-type: none"> • We will learn about simple sliders and levers • We will make our own simple levers and sliders • We will plan what our lever needs to do - (lift heavy weights from a boat to the lighthouse safely.) • We will learn about how to 'finish' our product so it looks good • We will use what we have learned to make a working model lighthouse / lever.
Unit specific Vocabulary	vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism names of tools, equipment and materials used	fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing,	slider, lever, pivot, slot, bridge/guide card, masking tape, paper fastener, join pull, push, up, down, straight, curve, forwards, backwards design, make, evaluate, user, purpose, ideas, design criteria, product, function

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	design, make, evaluate, purpose, user, criteria, functional	ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria	
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