Sandon Primary Academy - Design Technology

Year 2

Autumn Term	Spring Term	Summer Term
Where we use a range of tools and equipment to design, make and evaluate our product.		
Theme: Structures: Baby Bear's Chair	Theme: Food: Wraps (balanced diet)	Theme: Textiles: Pouches
Lesson 1: Explore the concept and key features of a structure I can become familiar with the story of Goldilocks and the Three Bears. I can explore and evaluate a range of existing chairs I understand what is meant by stability and can identify when a structure is more or less stable than another Lesson 2: To compare the stability of different shapes I can identify 3D shapes and recognise their properties I can explore the stability of different shapes with an experiment I can measure the height of my shapes/structures I know that shapes and structures with wide, flat bases or legs are the most stable Lesson 3: To explore strength in different structures I understand that the shape of the structure affects its strength I know the meaning of the words: strength, stiffness and stability I know there are different ways paper can be folded to improve its strength and stiffness I can build a strong and stiff structure by folding paper I can test the strength of my structure Lesson 4: Make a structure according to design criteria I can remember that chairs are structures and need to be strong, stiff and stable I know how to create joints and structures from paper/card and tape I can assemble, join and combine materials in order to make a product Lesson 5: Evaluation I can evaluate my structure according to the design criteria I can peer evaluate products as a class	Lesson 1: Taste test food combinations I know that there are 5 food groups I can experience food through touch and smell I can explore and evaluate a range of existing products I can consider and review food combinations I know that the most ideal ingredient combinations for my wrap will contain foods from more than one food group Lesson 2: Design a healthy wrap I can recall which food combinations from the previous lesson worked well I can design 3 possible wraps based on the combinations I can choose one of these to make as my 'final design' I can discuss and decide on a simple design criteria I can design purposeful, functional, appealing products for themselves and other users based on design criteria Lesson 3: Practice of skills I can follow safe procedures for food safety and hygiene I can demonstrate hygienic food preparation I can slice food safely using the bridge or claw grip Lesson 4: Make a healthy wrap I can remember how to prepare food safely I can use my design to make a healthy wrap I can ensure my wrap meets the design brief Lesson 5: Evaluate I can review my design I can talk about my ideas, saying what I liked and disliked about my wrap I can evaluate the work of others against the original design brief I can discuss strengths and possible changes I might make if I were	Lesson 1: Evaluate existing products and begin to use running stitch I can look at how pieces of fabric are joined together I can identify techniques for joining fabric and their effectiveness I can sew a running stitch to practise Lesson 2: Cut out fabric and begin to assemble my pouch I can use a paper template I can pin fabric to paper accurately I can cut fabric neatly I can sew using the running stitch I can use neat and evenly spaced stitches to join fabric Lesson 3: Complete my pouch and design the decorations I can continue to use running stitch (neatly and evenly) I can complete my plain pouch I can identify a purpose for my product I can identify a purpose for my pouch Lesson 4: Make any changes and add decorations I can verbally evaluate my product so far and make any changes before continuing I can decorate my pouch using fabric glue or stitching I can decorate my pouch using different items taking my target audience into consideration Lesson 5: Evaluation I can evaluate my own designs I can evaluate my finished product, talk about my ideas saying what I like and dislike about it. I can identify strengths/possible changes.
Key Vocabulary: structure stability comfort/comfortable strength sturdy 2D shapes/3D shapes fair test design criteria target audience purpose Resources: Cardboard Playdough Playin paper	to make it again Key Vocabulary: balanced diet healthy food groups protein fruits and vegetables dairy carbohydrates oils and spreads ingredients diet hygiene slice hygiene slice target audience evaluate/evaluation strengths improvements improvements Resources: • 'Change4Life Food scanner app' on iPads • Cocktail sticks • Knives	Key Vocabulary: decorate fabric sew running stitch knot template purpose target audience strengths/improvements evaluate Resources: fabric glue needle running stitch
 Plain paper Masking tape A4 paper Pipe cleaners Goldilocks and the three bears story Plastic/paper straws Ziplock food bags 	KnivesChopping boardsPeelers	 template fabric knot needle threader sew thread

Cross-Curricular Links:

Autumn: Maths: Identify and describe the properties of 3D shapes, including the number of edges, vertices and faces. Identify 2D shapes on the surface of 3D shapes. Compare and sort common 2D and 3D shapes and everyday objects.

Maths: Compare and order lengths

Literacy – Become familiar with key stories, fairy stories and traditional tales, retelling them and considering their particular characteristics

Spring: Maths: Compare and order lengths, mass, volume/capacity and record the results using >,< and =.

Science: describe the importance of humans eating the right amounts of different types of food

Summer: N/A
Enrichment:
Autumn: N/A

Spring: Food tasting and use of the cookery

room

Summer: N/A

Key DT Skills which can be revisited throughout other Subject Areas:

- Measure, cut and score with some accuracy
- Use hand tools safely and appropriately
- Assemble, join and combine materials in order to make a product

National Curriculum: By the end of KS1, pupils will be able to:

Desig

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria