

Mechanisms

Designing

Generate ideas based on simple design criteria and their own experiences, explaining what they could make.

Develop, model and communicate their ideas through drawings and mock-ups with card and paper.

Making

Plan by suggesting what to do next.

Select and use tools suitable for the task, explaining their choices, to cut, shape and join paper and card.

Use simple finishing techniques suitable for the product they are creating.

Evaluating

Explore a range of existing books and everyday products that use simple sliders and levers.

Evaluate their product by discussing how well it works in relation to the purpose and the user and whether it meets design criteria.

Technical knowledge and understanding

Explore and use sliders and levers.

Understand that different mechanisms produce different types of movement.

Know and use technical vocabulary relevant to the project.

Textiles

Designing

Design a functional and appealing product for a chosen user and purpose based on simple design criteria.

Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology.

Making

Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing.

Select from and use textiles according to their characteristics.

Evaluating

Explore and evaluate a range of existing textile products relevant to the project being undertaken.

Evaluate their ideas throughout and their final products against original design criteria.

Technical knowledge and understanding

Understand how simple 3-D textile products are made, using a template to create two identical shapes.

Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling.

Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.

Know and use technical vocabulary relevant to the project.

Food

Designing

Design appealing products for a particular user based on simple design criteria.

Generate initial ideas and design criteria through investigating a variety of fruit and vegetables.

Communicate these ideas through talk and drawings.

Making

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.

Evaluating

Taste and evaluate a range of fruit and vegetables to determine the intended user's preferences.

Evaluate ideas and finished products against design criteria, including intended user and purpose.

Technical knowledge and understanding

Understand where a range of fruit and vegetables come from e.g. farmed or grown at home.

Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of *The eatwell plate*.

Know and use technical and sensory vocabulary relevant to the project.



End of Year Expectations

Design and Technology

Year 2