

Year 2 DT Autumn

<p>A balanced diet</p> <p>Baby bears chair</p>	<p>Design</p> <ul style="list-style-type: none"> • Designing a healthy wrap based on a food combination which works well together <p>Make</p> <ul style="list-style-type: none"> • Slicing food safely using the bridge or claw grip. • Constructing a wrap that meets a design brief. <p>Evaluate</p> <ul style="list-style-type: none"> • Describe taste, texture and smell of fruit & vegetables. • Taste testing food combinations and final products. • Describe information that should be included on a label. • Evaluating which grip was most effective. 	<p>Design: Generating and communicating ideas using sketching and modelling.</p> <p>Make</p> <ul style="list-style-type: none"> • a structure according to design criteria. • Creating joints and structures from paper/card and tape. • Building a strong and stiff structure by folding paper. • Testing the strength of own structure. • Identifying the weakest part of a structure. <p>Evaluate</p> <ul style="list-style-type: none"> • the strength, stiffness and stability of own structure.
Spring		
<p>Fairground wheels</p> <p>Pouches</p>	<ul style="list-style-type: none"> • Design :Select a suitable linkage system to produce desired motion. • Designing a wheel. • Selecting materials according to their characteristics. • Make: Following a design brief. • Evaluate different designs. • Testing and adapting a design. 	<ul style="list-style-type: none"> • Design a pouch • Selecting and cutting fabrics for sewing. • Make: Decorating a pouch using fabric glue or running stitch. • Threading a needle. • Sewing running stitch, with evenly spaced, neat, even stitches to join fabric. Neatly pinning and cutting fabric using a template. • Troubleshooting scenarios posed by teacher. • Evaluate the quality of the stitching on others' work. • Discussing the success of their stitching against the success criteria. • Identify aspects of peers' work that they particularly like and why.
Summer		
<p>Making a moving monster</p>	<ul style="list-style-type: none"> • Design Creating a class design criteria for a moving monster. • Designing a moving monster for a specific audience in accordance with a design criteria. • Make linkages using card for levers and split pins for pivots. • Experimenting with linkages adjusting the widths, lengths and thicknesses of card used. • Cutting and assembling components neatly. • Evaluate own designs against design criteria. • Using peer feedback to modify a final design. 	

