Year 2
Design and Technology Scheme of Work

	Autumn	Spring	Summer
Design and Technology projects through which the skills are taught.	Design, make and evaluate a wheeled vehicle.	Design, make and evaluate a sewn hand puppet.	Design, make and evaluate a structure to hold a weight.
	Make a gingerbread man.	Explore and evaluate a range of existing product packaging, designing an environmentally friendly alternative.	Make a picnic snack.
Skills	Design, make and evaluate.  I can design purposeful, functional, appealing products based on design criteria. I can explain my design through talking, drawing, templates and mock ups. I can select from and use a range of tools and equipment. I can explore and evaluate a range of existing products.	I can design purposeful, functional appealing products based on design criteria. I can explain my design through talking, drawing, templates and mock ups. I can select from and use a range of tools and equipment. I can explore and evaluate a range of existing products.	Design, make and evaluate.  I can design purposeful, functional appealing products based on design criteria. I can explain my design through talking, drawing, templates and mock ups. I can select from and use a range of tools and equipment. I can explore and evaluate a range of existing products.

# Year 2

# **Design and Technology Scheme of Work**

I can evaluate my ideas and products against design criteria.

I can suggest improvements to my design/model.

#### Construction.

I can mark out materials using a template.

I can explain how a glue gun is used (by an adult).

#### **Materials**

I can cut along straight and curved lines.

I can use tape and glue to create temporary joins, fixed joins and moving joins.

### **Technical Knowledge**

I can explore and use mechanisms (such as levers, sliders, wheels and axles.) I can use these mechanisms in my design.

# Cooking and Nutrition.

I can evaluate my ideas and products against design criteria.

I can suggest improvements to my design/model.

#### Construction.

I can mark out materials using a template.

#### **Materials**

I can cut along straight and curved lines.

#### Textiles.

I can use a template to cut out shapes.

I can join fabrics using a running stitch.

## **Technical Knowledge**

I can explore and evaluate a range of products and link to purpose.

I can offer alternatives to current products, taking account of climate and impact.

I can evaluate my ideas and products against design criteria.

I can suggest improvements to my design/model.

#### **Materials**

I can cut along straight and curved lines.

I can use tape and glue to create temporary joins, fixed joins and moving joins.

### **Technical Knowledge**

I can build structures exploring how they can be made stronger, stiffer and more stable.

## **Cooking and Nutrition.**

I know why I must wash my hands.

I can use the right tools to cut, peel, grate and chop.
I can find out where my food

I can find out where my food comes from.

Year 2
Design and Technology Scheme of Work

	I know why I must wash my hands. I can read a scale to measure and weigh out ingredients.		I can understand and use the basic principles of a healthy and varied diet.	
Outcomes	Children to design, make and evaluate a junk wheeled vehicle which can move along, using wheels and axles. Children to weigh out and measure ingredients to make gingerbread men.	Children to design, make and evaluate a sewn fabric hand puppet. Children to explore and evaluate a range of existing product packaging, designing an environmentally friendly alternative piece of packaging.	Children work together in small groups to design, make and evaluate a structure which can hold different weights. Children will make picnic snacks using the correct tools. Children will know where these ingredients come from.	
Key Knowledge Outcome		Children to have knowledge of a range of car manufacturers over time.  Children to begin to understand the impact of packaging on the environment, particularly plastic.		