

## Year 2 Design Technology

Steps to knowing...							End Point statement
Which toys/products have wheels which turn?	<p>How do wheels work?</p> <p>What is an axle and how does it work?</p> <p>How do they work together?</p>	<p>How can I make a moving toy which has a fixed or free axle?</p> <p>How can I make an axle holder?</p> <p>How can I mark, cut and join materials securely?</p>	<p>What is the design criteria for our product?</p> <p>How can I record my ideas to explain to others how my design meets these criteria?</p> <p>(prototype wheel, axle, axle holder combinations- photos/real examples displayed)</p>	<p>How can I make my product in the right order thinking about the skills, tools techniques and materials I need?</p>	<p>Does the axle on my product allow the wheels to turn smoothly?</p> <p>Do I need to change anything?</p>	<p>Does my product meet the design criteria? Is there anything I might do differently next time?</p>	<p>Mechanisms - Design, make and evaluate a purposeful product with wheels and axles. Attach axles to a vehicle so that they move freely with securely fixed wheels.</p>

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<p>How many parts do existing products have?</p> <p>What are they joined with?</p> <p>What examples can I find/identify?</p>	<p>What techniques are used to join fabrics? Why have they been chosen?</p> <p>Are the joins used successfully?</p>	<p>Can I create labelled drawings of existing products that identify the user and purpose?</p> <p>How have the products been fastened? What fabric has been used?</p>	<p>What is the design criteria for our product, using learning from existing products/fabrics?</p> <p>How can I explain how my design meets this criteria to others (templates/drawing/mock up)?</p>	<p>How can I make my product in the right order thinking about the skills, tools and techniques I need?</p>	<p>Have I joined two pieces of fabric using the most appropriate technique, including simple stitches?</p> <p>What finishing techniques have I used (buttons/paint/sequins/printing)?</p>	<p>Does my product meet the design criteria? Is there anything I might do differently next time?</p>	<p>Textiles - Design, make and evaluate a purposeful product using joined fabric shapes. Create and use templates to cut fabric. Join two pieces of fabric using the most appropriate technique, including simple stitches.</p>
<p>What are the differences between fruits and vegetables? What must I do before preparing or eating food in order to stay safe?</p>	<p>How do I prepare fruits and vegetables before eating them? E.g. washing, grating, peeling, cutting, squeezing...</p> <p>What parts are not edible? What utensils do we use?</p>	<p>Why is it important to eat a range of fruits and vegetables?</p> <p>What do we mean by a balanced diet and what is the <i>Eatwell Plate</i>?</p>	<p>What is the design criteria for our product?</p> <p>How can I record my ideas to explain to others how my design meets these criteria?</p>	<p>How can I make my product appealing for the user, thinking about taste and appearance?</p>	<p>How can I make my product in the right order thinking about the ingredients, utensils and skills I need?</p>	<p>Does my product meet the design criteria? Is there anything I might do differently next time?</p>	<p>Food - Design, make and evaluate a food product for a specific purpose involving basic food preparation eg peeling, cutting, grating. Demonstrate an awareness of basic food hygiene.</p>

### Vocabulary

axle, axle holder, chassis, mechanism, names of tools, equipment and materials used, functional, fabrics and components, template, pattern pieces, mark out, mock-up, design brief

### NC links



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