Y2 Design and Technology

Design and Evaluate **(DE)**	Making **(M)**	Cookery and Nutrition **(CN)**
DE 1- I can start to generate ideas by drawing on my own and other people's experiences	***M 1-*** *Materials:* *I can measure and mark out to nearest cm.*	**CN1-** I can explain where in the world different foods originate from.
DE 2- I can say what materials and tools I will use from a limited selection and justify my choices.	**M 2-** Materials I can demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).	**CN2-** I can name and sort food into the five groups in the Eatwell Guide.
DE3- I can suggest improvements to existing designs to my own and others work.	**M 3-** Textiles I can join textiles using a running stitch.	**CN3-** I can use what I know about the Eatwell Guide to design and prepare dishes.
DE4- I can evaluate my product against the design criteria.	***M 4-*** *Textiles* *I can colour and decorate textiles using a number of techniques (add embellishments to fabric).*	***CN4-*** *I can cut, peel or grate ingredients safely and hygienically.*
DE 5- I can explore how products have been created.	***M 5-*** *Electricals and electronics:* *I can diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage).*	***CN5-*** *I can measure or weigh using measuring cups or electronic scales.*
DE 6- I can use ICT packages to create a labelled design or plan. (Colour Magic to draw the design and using a text box to label)	**M 6-** Construction: I can construct using gluing and nailing materials to make and strengthen products.	
DE 7- *I can refine the design as work progresses.*	**M 7-** Mechanics: I can create products using levers, wheels and axles.	

Autumn Where in the World is Knypersley?	**Spring 1** African Adventures	**Summer** A Magical Mystery Tour
DE1 DE2 DE3 DE4 DE5 M1 M2 CN1 CN4 CN5	DE6 M3 M4 M6 CN1 CN4 CN5	DE2 DE3 DE4 DE5 M1 M2 M5 M7 CN2 CN3 CN5

Vocabulary
Designing, Evaluating, Making Explore, object, product, construct, deconstruct, design, existing designs, audience (intended user), like, dislike, draw, sketch, label, computer software, select, tools, glue, nails, hammer, materials, card, paper, fabric, running stitch, needle, thread, cotton, wheels, axles, suggest, evaluate, clear purpose, discuss, share, improve, fit for purpose, adapt, *refine, measure, embellish, electric, electrical fault* **Cooking and Nutrition** Originate, food, grow, fruit, vegetables, protein, dairy, oils, fats, carbohydrates, fat, sugar, salt, *cut, peel, grate, chop, knife, measure, scales, mix, stir, hygiene, safe,*

I will know….	I will know….	I will know….
Designing and Evaluating: That products can have a design (planning stage) before they are made. • How to explore and discuss designs and objects. • That I can have likes and dislikes when it comes to designs and objects/products. • How to describe what I like about a certain design or object/product. • How to describe what I dislike about a certain design or object/product. • That there are a range of materials that can be used to create an object/product. • That there are a range of tools that can be used to create an object/product. • How to say which materials I select from a limited selection and justify my choices. • How to say which tools I select from a limited selection and justify my choices. • That I can look at and discuss my current designs saying what I may change. • How to say/give my suggestions for improvements to my own and others current designs. • That products are created by putting/joining materials together. • How to explore and discuss how products have been created. • That designs can be made on a computer using software. • The name of the software that I can use to design a product (Colour Magic). • How to design a product using computer software. • That refine means to change and improve my ideas and designs as work progresses.		
Cooking and Nutrition • That the word ingredients mean a collection of foods that we are using to create a dish/meal. • That to prepare the ingredients I need to cut, peel, and grate them. • That I can use a knife to cut ingredients. • How to cut the ingredients using a knife. • That I can use a peeler to peel ingredients. • How to peel the ingredients using a peeler. • That I can use a grater to grate ingredients. • How to use a grater to grate ingredients. • That safety when preparing or cooking meals is important. • That hygiene when preparing or cooking meals is important. • How to prepare the ingredients safely. • How to prepare the ingredients in a hygienic way. • That I can measure or weigh ingredients using measuring cups or electronic scales. • How to measure or weigh ingredients.		
Materials • That a cm is a unit of measurement. • That a cm can be measured using a ruler/tape measure. • How to use a ruler/tape measure to measure to the nearest cm. • That I can mark fabric to show where I want to cut. • How to mark fabric.	**Textiles** • That fabric can be joined through the technique of sewing. • That one way to join fabric is through running stitch. • How to join fabric using running stitch. • That fabric can be coloured using a range of other media (pens, crayons, paint, pastel etc).	**Mechanics** • That an axle passes through the centre of a wheel. That an axle can be fixed (wheel revolves around) or rotating (rotates with the wheel). That a lever is a rigid bar that rests on a pivot. That a lever can be used to lift or move an object. • How to use a lever, wheel and axel in a product.

• That materials can be joined using different techniques including gluing, hinging, and combining. • That materials can be joined to strengthen them. • How to join materials using the techniques of gluing, hinging, and combining.	• That fabric can be decorated by adding other media to it (gluing, stitching). • How to colour fabric using a range of media such as pens, crayons, paint, and pastels. • How to decorate fabric by gluing and stitching decorative items to it e.g. sequins and buttons. **Construction** • That there are a range of materials that can be used to build with in design and technology. • The names of most of the materials that I can use to build with in design and technology. • That there are a range of tools that can be used to build with in design and technology. • The names of most of the tools that I can use to build with in design and technology. • That there are different techniques that I can use to build with in design and technology which include gluing, and nailing. • How to glue simple materials together. • How to nail simple materials together.	• How to share, discuss and verbally reflect on my work/creations. ***Electricals and electronics*** *• That some devices are operated by batteries and that some are not.* *• That when a device is operated by batteries, these batteries can run out and may need changing.* *• How to test to see if a battery-operated device is working or not.* *• That faults in battery operated devices can be diagnosed.* *That faults can include low battery, water damage or damage to the battery terminal.* *• How to find a fault with a battery-operated device.*