## St Anne's C of E Primary School Curriculum Plan

Subject: Design and Technology

Year: 2

Term: Autumn



Unit: Baby Bears Chair (Structures)



Vocabulary	Knowledge	Understanding	Skills
	What children will know	What children will understand	What children will be able to do
<pre>test - to find out if something works the way it should.  stable - an object that doesn't easily topple over.  strong - something that doesn't break easily.  weak - something that breaks easily.  function - how something works.  man-made - made by people.  mould - to form different shapes out of soft, squishy material.</pre>	That shapes and structures with wide, flat bases or legs are the most stable.  That materials can be manipulated to improve strength and stiffness.  That a structure is something which has been formed or made from parts.  That a 'stable' structure is one which is firmly fixed and unlikely to change or move.  That a 'strong' structure is one which does not break easily.  That a 'stiff' structure or material is	Technical  To understand that the shape of a structure affects its strength.  To understand structures are designed for a certain function.  The difference between natural and man-made structures.  The importance of selecting the right material to build a structure.  That the shape and material of a structure will be influenced by its use.	Design  Generate and communicate ideas using sketching and modelling.  Learn about different types of structures, found in the natural world and in everyday objects.  Make  Make a structure according to design criteria.  Create joints and structures from paper/card and tape.  Build a strong and stiff structure by folding paper.
natural – found in nature.	one which does not bend easily.		Evaluate

<b>stiff</b> – a material or object that does not bend easily.	That natural structures are those found in nature.	Evaluate pre-existing products to inform their own design.
structure – something that has been made and put together and can usually stand on its own.	That man-made structures are those made by people.	Explore the features of structures.  Compare the stability of different shapes.  Test the strength of own structures.  Identify the weakest part of a structure.  Evaluate the strength, stiffness and stability of own structure.

## St Anne's C of E Primary School Curriculum Plan

Subject: Design and Technology

Year: 2

Term: Autumn 2



Unit: Making a moving monster (Mechanisms)



Vocabulary	Knowledge	Understanding	Skills
	What children will know	What children will understand	What children will be able to do

		Technical	Design
<b>design criteria</b> – a set of rules to help you with your ideas and test their success.	That mechanisms are a collection of moving parts that work together as a machine to produce movement.	There are different types of mechanisms.	Create class design criteria for a moving monster.
<b>evaluation</b> – when you look at the good and bad points of something and how to improve it.	That there is always an input and output in a mechanism.	The moving parts in a mechanism work together to produce movement.	Design a moving monster for a specific audience in accordance with the design criteria.
<pre>input - the energy that is used to start something working.</pre>	That an input is the energy that is used to start something working.	Why design criteria are important to help evaluate a product.	Make
<b>linkage</b> – lengths of material that are joined together by pivots, so	That an output is the movement that happens as a result of the input.	The relationship between input and output.	Make linkages using card for levers and split pins for pivots.
that the links can move as part of a mechanism.	That a lever is something that turns on a pivot.	The applications of mechanisms in real life.	Experiment with linkages adjusting the widths, lengths and thicknesses of card used.
<b>mechanical</b> – something that can move because several pieces work together like a machine.	That a linkage mechanism is made up of a series of levers.	That linkages for part of a mechanism.	Cut and assemble components neatly.
<b>mechanism -</b> a system of parts all working together.	Some real-life objects that contain mechanisms.	That pivots are used to join linkages and create movement.	Evaluate
<pre>output - the motion that happens as a result of starting the input.</pre>			Evaluate pre-existing products to inform their own design.
<pre>pivot - the central point, pin or shaft on which a mechanism turns</pre>			Evaluate their own designs against design criteria.
or swings.			Use peer feedback to modify a final design.
<b>survey</b> – asking a group of people questions about something and using their answers to make improvements.			
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## St Anne's C of E Primary School Curriculum Plan

Subject: Design and Technology

Year: 2

Term: Summer 2



Unit: Healthy Wraps (Cooking and Nutrition)



Vocabulary	Knowledge	Understanding	Skills
	What children will know	What children will understand	What children will be able to do
balanced – a healthy mixture of different kinds of food.  diet – the types of food someone eats.  evaluate – to study something carefully and decide if it is good or bad.  feel – the way something seems when you touch it.  grate – to break food into small, thin pieces.  menu – a list of food or drinks that you can order.  review – to give an opinion about something.	That 'diet' means the food and drink that a person or animal usually eats.  That the five main food groups are: Carbohydrates, fruits and vegetables, protein, dairy and foods high in fat and sugar.  That 'ingredients' means the items in a mixture or recipe.	Technical  Where food comes from.  What makes a balanced diet.  That I should eat a range of different foods from each food group, and roughly how much of each food group.  The need for good hygiene when handling food.  How to keep safe when using different equipment.  The basic principles of a healthy and varied diet.	Design  Design three wrap ideas based on a food combination which work well together.  Make  Chop foods safely to make a wrap.  Construct a wrap that meets a design brief.  Grate foods to make a wrap.  Snip smaller foods instead of cutting.  Evaluate  Evaluate pre-existing products to inform their own design.

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<ul><li>smell – information we detect about something using our nose.</li><li>snip – to make small cuts with scissors.</li></ul>		Describe the taste, texture and smell of fruit and vegetables.  Taste test food combinations and final products.
<ul><li>spread - to cover something with soft food.</li><li>taste - the flavour of a food.</li></ul>		Describe the information that should be included on a label.  Evaluate food by giving a score