

## Year 2: D&T

Designing and Evaluating	Making	Cookery and Nutrition
<b>D1</b> I can explore objects and designs to identify likes and dislikes of the designs.	<b>M1 Materials</b> I can cut materials safely using tools provided.	<b>C1</b> I can cut ingredients safely and hygienically.
<b>D2</b> I can say what materials and tools I will use from a limited selection and justify my choices.	<b>M2 Materials</b> I can demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).	<b>C2</b> I can cut, peel or grate ingredients safely and hygienically.
<b>D3</b> I can suggest improvements to existing designs to my own and others work.	<b>M3 Materials</b> I can measure and mark out to nearest cm.	<b>C3</b> I can measure or weigh using measuring cups or electronic scales.
<b>D4</b> I can explore how products have been created.	<b>M4 Materials</b> I can demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).	
<b>D5</b> I can model simple designs using software.	<b>M5 Textiles</b> I can shape textiles using templates.	
<b>D6</b> I can refine the design as work progresses.	<b>M6 Textiles</b> I can join textiles using running stitch.	
	<b>M7 Textiles</b> I can colour and decorate textiles using number of techniques.	
	<b>M8 Mechanics</b> I can create products using wheels and axels.	

## Year 2 topic coverage

Autumn Mechanics	Spring Textiles	Summer Materials Cooking and Nutrition
D1, D2, D3, D4, D5, D6 M8	D1, D2, D3, D4, D5, D6 M1, M2, M3, M4, M5, M6, M7	D1, D2, D3, D4, D5, D6 M1, M2, M3, M4 C1, C2, C3

Vocabulary	Vocabulary	Vocabulary
<p><b><u>Mechanics</u></b> wheel, axle, axle holder, dowel</p>	<p><b><u>Textiles</u></b> join, stitch, fabric, running stitch, shape, template, sew, needle, eye, thread</p>	<p><b><u>Materials</u></b> tear, fold, curl, shape, measure, mark out, nearest, centimetre, ruler, hinge/hinging, combine</p>
<p><b><u>Designing and Evaluating:</u></b>  deconstruct, justify, suggest, improve, existing designs, own work, intended user (audience), simple software, refine, test, adapt</p>		
I will know	I will know	I will know
<p><b><u>Mechanics</u></b></p> <ul style="list-style-type: none"> <li>• That an axle is a bar that goes through a wheel, keeping them in place and allowing them to turn.</li> <li>• How to use an axle in one of my products.</li> <li>• How to use wheels in one of my products.</li> </ul>	<p><b><u>Textiles</u></b></p> <ul style="list-style-type: none"> <li>• How to use a template to support me when cutting fabric so that I achieve the shape that I want.</li> <li>• That fabric can be joined through the technique of sewing.</li> <li>• How to join fabric using running stitch.</li> <li>• How to colour fabric using a range of media such as pens, crayons, paint, and pastels.</li> <li>• How to decorate fabric by gluing and stitching decorative items to it e.g. sequins and buttons.</li> </ul>	<p><b><u>Materials</u></b></p> <ul style="list-style-type: none"> <li>• How to cut into a range of materials using scissors.</li> <li>• That the cutting and shaping techniques include tearing, folding, and curling and how to apply each of them.</li> <li>• How to use a ruler/tape measure to measure to the nearest cm.</li> <li>• That materials can be joined to strengthen them.</li> <li>• How to join materials using the techniques of gluing, hinging, and combining.</li> </ul> <p><b><u>Cookery and Nutrition- Opportunity to revisit Year 1 skills</u></b></p> <ul style="list-style-type: none"> <li>• How to cut the ingredients using a knife.</li> <li>• How to peel the ingredients using a peeler.</li> </ul>

		<ul style="list-style-type: none"> <li>• How to use a grater to grate ingredients.</li> <li>• That safety and hygiene when preparing or cooking meals is important.</li> <li>• How to prepare the ingredients safely.</li> <li>• How to prepare the ingredients in a hygienic way.</li> <li>• How to measure or weigh ingredients using measuring cups or electronic scales.</li> </ul>
<ul style="list-style-type: none"> <li>• How to explore and discuss how products have been created.</li> <li>• How to describe what I like and dislike about a certain design or object/product.</li> <li>• How to select materials and from a limited selection and justify my choices.</li> <li>• To design with a purpose and user in mind, using a design criteria.</li> <li>• How to design a product using simple computer software.</li> <li>• To suggest improvements to my own and others work.</li> <li>• How to adapt my designs as I make (refine).</li> <li>• To evaluate against a design criteria.</li> <li>• How to share, discuss and verbally reflect on my work/creations.</li> </ul>		