

Year 2 Scheme of Work – Design Technology

Unit	Time (Wks)	Activities	Outcomes	Differentiation	Assessment	NC Links	Other Subject Link
Previous learning: Y1 - explore and evaluate existing product; make wheel mechanism and use in product; design a working product using an annotated sketch; evaluate product against design criteria.				Next learning: Y3 - use research to create ideas and refine them to develop design criteria; build and join strong frame structures and stiffen materials; apply their understanding of where and how kites need stiffening; evaluate product.			
2.4 Pirate Paddy's Packed Lunch Problems	6-8	<ul style="list-style-type: none"> - Evaluate a product's ability to do a job well. - Investigate and evaluate existing products. - Explore different materials and decide which will be useful for making my product. Design a new product that meets the design criteria. - Select and use tools and equipment to make a product. - Test a product and then evaluate it. - Use my evaluations to make improvements to my product and then retest and evaluate it. Improve my product by making it stronger, stiffer, more stable and more waterproof. 	<ul style="list-style-type: none"> - Explore an existing product and describe its problems and positives; - Draw a design and describe it; - Build strong structures; - Test their own product and evaluate it. - Use evaluations to suggest improvements. 	<ul style="list-style-type: none"> - Modelling - Practical activities - Step-by-step guide 	Continuous throughout. Final product	<ul style="list-style-type: none"> Explore and evaluate a range of existing products. Select from and use a wide range of materials according to their characteristics. Design purposeful, functional, appealing products for themselves and other users based on design criteria. Explore their ideas and products against design criteria. Build structures, exploring how they can be made stronger, stiffer and more stable. 	Maths – 3D shapes
Previous learning: Reception – use different materials				Next learning: Y5 – analyse materials; explore joining and decorating techniques; design an item; draw pattern pieces; use pattern pieces to mark and cut fabric; use hand sewing to join fabric; sew hems; decorate using fabric paint.			
2.5 Our Fabric Faces	6-8	<ul style="list-style-type: none"> - Explore fabrics. - Explore and evaluate how hair is created using different materials. Select a material and shape it. - Join fabrics together and attach different materials. - Cut on a line and use a template to create my fabric face shape. - Create and follow a design criteria. Think of ideas, discuss them and then create a design. - Carefully select fabrics and materials. Follow my design carefully and use different tools to make my fabric face. Evaluate my fabric face. 	<ul style="list-style-type: none"> - Use a template to shape a piece of fabric. - Discuss their ideas as they develop and say what their design has to do to achieve the design criteria. - Create a fabric face that reflects their own face. - Stitch two pieces of fabric together using a running stitch and add features using appropriate materials and joining techniques. - Evaluate their product saying what they like and what they could improve. 	<ul style="list-style-type: none"> - Modelling - Practical activities - Step-by-step guide 	Continuous throughout. Final product	<ul style="list-style-type: none"> Explore and evaluate a range of existing products. Select from and use a range of textiles according to their characteristics. Select from and use a range of tools and equipment to perform practical tasks for example cutting, shaping, joining and finishing. Design purposeful, functional, appealing products for themselves and other users based on design criteria. 	Science – materials

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