Design and Technology Year 2

Objectives	Topic	Milestones 1
Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment]. When designing and making, pupils should be taught to: **Design** • design purposeful, functional, appealing products for themselves and other users based on design criteria • generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology **Make** • select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics **Technical knowledge** • build structures, exploring how they can be made stronger, stiffer and more stable **Cooking & Nutrition** Pupils should be taught to: • use the basic principles of a	TERM 1 Great Fire of London (Making bread) TERM 2 Dinosaurs (3D sculpture) TERM 3 Rainforest (sewing)	==To master practical skills== ==Food== • Cut, peel or grate ingredients safely and hygienically. • Measure or weigh using measuring cups or electronic scales. • Assemble or cook ingredients. ==Materials== • Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). ==Textiles== • Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling). • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). ==Electricals and electronics== • Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage). ==Construction== • Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. ==Mechanics== • Create products using levers, wheels and winding mechanisms. ==Computing== • Model designs using software. ==To design, make, evaluate and improve== • Design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. • Use software to design. ==To take inspiration from design throughout history== • Explore objects and designs to identify

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healthy and varied diet to prepare dishes • understand where food comes from.		likes and dislikes of the designs. • Suggest improvements to existing designs. • Explore how products have been created.