

Design Technology Curriculum Overview - Year 2

	Unit	Details
Autumn One	Mechanisms: Making a moving monster	<ul style="list-style-type: none"> ● Creating a design criteria for a moving monster as a class. ● Designing a moving monster for a specific audience in accordance with a design criteria. ● Making linkages using card for levers and split pins for pivots. ● Experimenting with linkages adjusting the widths, lengths and thicknesses of card used. ● Cutting and assembling components neatly. ● Evaluating own designs against design criteria. ● Using peer feedback to modify a final design.
Spring One	Cooking and nutrition: a balanced diet Designing and making a healthy wrap	<ul style="list-style-type: none"> ● Designing a healthy wrap based on a food combination which works well together. ● Slicing food safely using the bridge or claw grip. ● Constructing a wrap that meets a design brief. ● Describing the taste, texture and smell of fruit and vegetables. ● Taste testing food combinations and final products. ● Describing the information that should be included on a label. ● Evaluating which grip was most effective.
Summer One	Textiles: Pouches	<ul style="list-style-type: none"> ● Designing a felt pouch. ● Selecting and cutting fabrics for sewing. ● Decorating a pouch using fabric glue, velcro or running stitch. ● Threading a needle. ● Sewing running stitch, with evenly spaced, neat, even stitches to join fabric. ● Neatly pinning and cutting fabric using a template. ● Discussing as a class, the success of their stitching against the success criteria.

Design technology is taught on a carousel with Art, which is then taught for the remainder of the year.