



Year 2: D&T

Autumn Materials and Textiles	Spring Cookery and Nutrition	Summer Mechanics
D1, D2, D3, D4, D5, D6 M1, M2, M3, M4, M5, M6, M7	D1, D2, D3, D4, D5, D6 C1, C2, C3, C4, C5, C6	D1, D2, D3, D4, D5, D6 M1, M2, M3, M4, M8

Designing and Evaluating	Making	Cookery and Nutrition
D1 I can explore objects and designs to identify likes and dislikes of the designs.	M1 Materials I can cut materials safely using tools provided.	C1 I can say where food comes from within my locality (farms and fields).
D2 I can say what materials and tools I will use from a limited selection and be able to say why.	M2 Materials I can demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).	C2 I know that different foods are best produced in different seasons within my locality (Food in the UK – linked to seasons)
D3 I can suggest improvements to existing designs to my own and others work.	M3 Materials I can measure and mark out to nearest cm.	C3 I can name the basic food groups and sort ingredients into them (Carbohydrates, fruit and vegetables, protein, dairy).
D4 I can explore how products have been created.	M4 Materials I can demonstrate a range of joining techniques (such as gluing, stitching or combining materials to strengthen).	C4 I can select ingredients to create a varied meal.



D5 I can model simple designs using software.	M5 Textiles I can shape textiles using templates.	C5 I can slice, chop, peel and grate ingredients safely and hygienically.
D6 I can refine the design as work progresses.	M6 Textiles I can join textiles using running stitch.	C6 I can measure or weigh using measuring cups and electronic scales.
	M7 Textiles I can colour and decorate textiles using a number of techniques.	
	M8 Mechanics I can create products using sliders and levers.	

Year 2 coverage

Vocabulary	Vocabulary	Vocabulary
<p style="text-align: center;"><u>Materials</u></p> <p>tear, fold, curl, shape, measure, mark out, nearest, centimetre, ruler, stitch, combine</p> <p style="text-align: center;"><u>Textiles</u></p> <p>join, stitch, fabric, running stitch, shape, template, sew, needle, eye, thread</p>	<p style="text-align: center;"><u>Cookery and Nutrition</u></p> <p>farm, fields, local, produced, season, food groups, carbohydrates, fruit and vegetables, protein, dairy, ingredients, varied, grate, electronic scales</p>	<p style="text-align: center;"><u>Mechanics</u></p> <p>sliders, levers, mechanism, move, free, fixed, pivot</p>
<p><u>Designing and Evaluating:</u></p> <p>deconstruct, suggest, improve, existing designs, own work, intended user (audience), simple software, refine, test, adapt</p>		
I will know	I will know	I will know



Materials

- How to cut into a range of materials using scissors.
- That the cutting and shaping techniques include tearing, folding, and curling and how to apply each of them.
- How to use a ruler/tape measure to measure to the nearest cm.
- That materials can be joined to strengthen them.
- How to join materials using the techniques of gluing, stitching, and combining.

Textiles

- How to use a template to support me when cutting fabric so that I achieve the shape that I want.
- That fabric can be joined through the technique of sewing.
- How to join fabric using running stitch.
- How to colour fabric using a range of media such as pens, crayons, paint, and pastels.
- How to decorate fabric by gluing and stitching decorative items to it e.g. sequins and buttons.

Cookery and Nutrition

- That food in my locality comes from a farm or a field.
- That food grows best in certain seasons e.g. strawberries in the Summer.
- The names of the basic food groups (carbohydrates, fruit and vegetables, protein and dairy).
- How to sort foods into the basic food groups.
- How to select ingredients to create a varied meal.
- How to use a grater to grate ingredients.
- That safety and hygiene when preparing or cooking meals is important.
- How to prepare the ingredients safely.
- How to prepare the ingredients in a hygienic way.
- How to measure or weigh ingredients using measuring cups and electronic scales.

Mechanics

- That a lever is a bar that moves on a pivot.
- That a slider is a bar that moves forwards or backwards, that does not have a pivot point.
- How to use a lever in one of my products.
- How to use sliders in one of my products.



Designing and Evaluating:

- How to explore and discuss how products have been created.
- How to describe what I like and dislike about a certain design or object/product.
- How to select materials from a limited selection and be able to say why I have chosen them.
- To design with a purpose and user in mind, using a design criteria.
- How to design a product using simple computer software.
- To suggest improvements to my own and others work.
- How to adapt my designs as I make (refine).
- To evaluate against a design criteria.
- How to share, discuss and verbally reflect on my work/creations.