



Claremont Primary and Nursery School Design and Technology Curriculum

Year 2: Into the Woods – Make a Christmas decoration – How can I join fabrics to make a decoration?

NC Link: Textiles

Objectives:

- Be able to explore and evaluate an existing product – tree decorations
- Be able to design my tree decoration and share my ideas using an annotated sketch
- Be able to use a paper template to help cut out a fabric shape
- Be able to use a running stitch to join fabric
- Be able to select fabrics that are more suitable for decorating my decoration
- Be able to join fabrics to make a tree decoration
- Be able to evaluate my decoration against the design criteria

Substantive Knowledge:

Design

- Design a purposeful, functional and appealing product.
- Communicate their ideas through talking and drawing.
- Use knowledge of existing products to help come with ideas for their own products.
- Model ideas by exploring materials and making templates and mock-ups
- Design a purposeful product based on design criteria.

Make

- Make a product using textiles and fabrics as the choice of materials.
- Select from and use a wide range of tools to cut, shape, join and finish their product.
- Select from and use a wide range of materials, according to their characteristics.
- Use a simple stitch

Evaluate

- Explore and evaluate a range of existing products to help inform their own product ideas.
- Talk about how their finished product meets the design criteria.

Technical knowledge

- Shape textiles using a template
- Explore some simple stitches i.e running stitch
- Explore how materials can be joined

Disciplinary knowledge (Think like a designer):

- Using templates and patterns on fabric, pinning, tracing around outline of component parts.
- Experimenting with using a template to draw and cut out 2 identical shapes
- Applying basic measuring skills
- Cutting fabric with precision
- Use of simple models e.g. base kits/use of nets to plan out use of space or a structure might be marked out in order to be made
- Developing basic sewing techniques
- Developing a range of techniques for joining fabric lacing, stitching, stapling, gluing, taping

Key Vocabulary:

ideas, model, tools, equipment, objects, join, assemble, like, dislike, improve, challenges, function, properties, user



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Year 2: Lighthouse keeper – Make a beach hut – What is the best material to make a waterproof beach hut?

NC Link: Structures

Objectives:

- Be able to evaluate a product’s ability to do a job well – in the context of evaluating different structures
- Be able to investigate and evaluate existing products
- Be able to explore different materials and decide which will be useful for making my product
- Be able to design a beach hut to keep people warm and dry when at the beach
- Be able to select tools and equipment to make a beach hut
- Be able to test my beach hut and evaluate it
- Be able to suggest improvements to my beach hut then retest and evaluate it

Substantive Knowledge:

Design

- Design a purposeful, functional and appealing product.
- Communicate their ideas through talking and drawing.
- Use knowledge of existing products to help come with ideas for their own products.
- Model ideas by exploring materials and making templates and mock-ups
- Design a purposeful product based on design criteria.

Make

- Make a product with construction materials
- Select from and use construction materials, according to their characteristics.
- Select from and use a wide range of tools to cut, shape, join and finish their product

Evaluate

- Explore and evaluate a range of existing products to help inform their own product ideas.
- Talk about how their finished product meets the design criteria.

Technical knowledge

- Explore how materials can be made stronger, stiffer and more stable
- Explore a range of joining techniques

Disciplinary knowledge (Think like a designer):

- Experimenting with using a template to draw and cut out 2 identical shapes
- Applying basic measuring skills
- Use of simple models e.g. base kits/use of nets to plan out use of space or a structure might be marked out in order to be made
- Safe use of tools to cut wood – saws
- Creating a hinge mechanism
- Understanding of structures and how these can be made stronger and more stable
- Know about and apply different finishing techniques – collage, paint, cut out shapes, computer generated images to match a design brief

Key Vocabulary:

ideas, build, model, tools, equipment, objects, join, assemble, like, dislike, improve, challenges, function, properties, user, stronger, stable, stiffer, strengthen



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Year 2: Colossal castles – Make scones for a royal tea party – How can I make a scone sweet or savoury?

NC Link: Cooking and Nutrition

Objectives:

- Be able to explore and evaluate existing products
- Be able to adapt a recipe to make scones for the Royal Tea Party
- Be able to follow a recipe to bake scones
- Be able to evaluate a product – did it meet the design brief?

Substantive Knowledge:

- Design a purposeful, functional and appealing product.
- Communicate their ideas through talking and drawing.
- Use knowledge of existing products to help come with ideas for their own products.
- Use annotated diagrams to convey their ideas
- Design a purposeful product based on design criteria.

Make

- Make a product with a range of ingredients
- Select from and use ingredients, according to their characteristics (taste and texture).
- Select from and use a wide range of tools to help them make their dish

Evaluate

- Explore and evaluate a range of existing products to help inform their own product ideas.
- Talk about how their finished product meets the design criteria.

Technical knowledge

- Prepare ingredients safely and hygienically to produce simple dishes without using a heat source
- Understand what makes a balanced diet- e.g food groups

Disciplinary knowledge (Think like a designer):

- Basic food handling, hygienic practices and personal hygiene, including how to control risks
- Safe use of a variety of tools and equipment to peel, cut , grate, mix and mould food
- The nutritional value of food stuffs in a balanced diet

Key Vocabulary:

ideas, equipment, like, dislike, improve, challenges, properties, user, knead, dough, bake, taste, sweet, savoury, hygienic, edible, balanced diet