

<u>D&T Progression Map – Year 2</u>

	Summer 1	Spring 2	Summer 2
Topic	Paddington	Little Evie in the Wild Wood	Robin Hood
Aspect of D&T	Food	Structures	Mechanisms
Focus	Preparing Fruit and Vegetables	Freestanding Structures	Wheels and Axels
Product, user	Fruit kebabs for themselves and parents at a	A bridge for Little Evie to cross in role play.	Trebuchet for Robin Hood to break down the
and purpose	reading cafe.		Sheriff of Nottingham's castle in role play.
Learning Objective (from DC Pro)	I can describe the properties of the ingredients I am using. I can name and sort foods into the 5 food groups. I know that food has to be farmed, grown elsewhere or caught. I can develop my own ideas from initial starting points. I can explain what went well in my work.	I can develop my own ideas from initial starting points. I can think of ideas and plan what to do next. I can choose the best tools and materials. I can joint things (materials, components) in different ways. I can measure materials to use in a structure. I can explain what went well in my work. I can select and explain why I have decided to use certain materials. I can select appropriate adhesives and explain why they are suitable. I can build a model and make it stronger if it needs to be. I can select an appropriate adhesive based on the materials I am using.	I can develop my own ideas from initial starting points. I can think of ideas and plan what to do next. I can choose the best tools and materials. I can joint things (materials, components) in different ways. I can measure materials to use in a model. I can explain what went well in my work. I can select and explain why I have decided to use certain materials. I can select appropriate adhesives and explain why they are suitable. I can build a model and make it stronger if it needs to be. I can select an appropriate adhesive based on the materials I am using.



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	Designing	Designing	Designing
	Design appealing products for a particular user based on simple design criteria.	Generate ideas based on simple design criteria and their own experiences, explaining what they could	Generate initial ideas and simple design criteria through talking and using own experiences.
	 Generate initial ideas and design criteria through investigating a variety of fruit and vegetables. Communicate these ideas through talk and drawings. 	make.Develop, model and communicate their ideas through talking, mock-ups and drawings.	Develop and communicate ideas through drawings and mock-ups. Making
	Making Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely. Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product. Evaluating Taste and evaluate a range of fruit and vegetables to determine the intended user's preferences. Evaluate ideas and finished products against design criteria, including intended user and purpose.	 Making Plan by suggesting what to do next. Select and use tools, skills and techniques, explaining their choices. Select new and reclaimed materials and construction kits to build their structures. Use simple finishing techniques suitable for the structure they are creating. Evaluating Explore a range of existing freestanding structures in the school and local environment e.g. everyday products and buildings. 	 Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing. Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics. Evaluating Explore and evaluate a range of products with wheels and axles. Evaluate their ideas throughout and their products against original criteria.
Skills		Evaluate their product by discussing how well it works in relation to the purpose, the user and whether it meets the original design criteria.	
	Prior learning	Prior learning	Prior learning
Key Learning/ Technical Knowledge	 Experience of common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell. Experience of cutting soft fruit and vegetables using appropriate utensils. Technical knowledge and understanding Understand where a range of fruit and vegetables come from e.g. farmed or grown at home. Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of <i>The eatwell plate</i>. Know and use technical and sensory vocabulary relevant to the project. 	 Experience of using construction kits to build walls, towers and frameworks. Experience of using of basic tools e.g. scissors or hole punches with construction materials e.g. plastic, card. Experience of different methods of joining card and paper. Technical knowledge and understanding Know how to make freestanding structures stronger, stiffer and more stable. Know and use technical vocabulary relevant to the project. 	 Assembled vehicles with moving wheels using construction kits. Explore moving vehicles through play. Gained some experience of designing, making and evaluating products for a specified user and purpose. Developed some cutting, joining and finishing skills with card. Technical knowledge and understanding Explore and use wheels, axles and axle holders. Distinguish between fixed and freely moving axles. Know and use technical vocabulary relevant to the project.



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Vocabulary	Fruit and vegetable names, names of equipment and utensils. Sensory vocabulary e.g. soft, juicy, crunchy, hard, sweet, sticky, smooth, sharp, crisp, sour. Flesh, skin, pip, seed, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating, tasting, arranging, popular, design, evaluate, criteria.	cut, fold, join, fix structure, wall, tower, framework, weak, strong, base, top, underneath, side, edge, surface, thinner, thicker, corner, point, straight, curved metal, wood, plastic circle, triangle, square, rectangle, cuboid, cube, cylinder design, make, evaluate, user, purpose, ideas, design criteria, product, function	vehicle, wheel, axle, axle holder, chassis, body, cab assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism names of tools, equipment and materials used design, make, evaluate, purpose, user, criteria, functional
Tools	Range of fresh fruit and vegetables, chopping boards, knives, peelers, graters, juicers, spoons, jugs, blenders.	photographs of various structures construction kits that can be used to construct freestanding structures e.g. walls, towers, frameworks paper, card, plastic sheet, paper and plastic straws, pipe cleaners reclaimed materials including small containers, card boxes, cotton reels string, masking tape PVA glue, Plasticine, left/right handed scissors, hole punch, stapler finishing media and materials	selection of toy vehicles with differently fixed axles card boxes, card, cotton reels, plastic tubing, dowel, clothes pegs, paper sticks/dowel, paper/plastic straws, card discs, MDF wheels single hole punch, card drill, cutting mat, masking tape, PVA glue, paint, thin/thick paint brushes, felt tip pens, decorative paper, double sided sticky fixers, junior hacksaw, vice, scissors