

# DESIGN TECHNOLOGY: DISCIPLINARY KNOWLEDGE

## Year 2

<b>Designing</b>	<ul style="list-style-type: none"><li>• Begin to develop their design ideas using research and discussion with peers and adults.</li><li>• Understand the purpose of their product.</li><li>• Have an identified target group in mind when designing and making a simple product.</li><li>• Think of an idea and plan what to do next.</li><li>• Explain why they have chosen specific textiles or materials.</li><li>• Draw a simple design and label the parts of their product.</li><li>• Develop their ideas through drawings; where appropriate, make templates or mock-ups of their initial ideas using ICT (if needed).</li></ul>
<b>Making</b>	<ul style="list-style-type: none"><li>• Choose tools and materials and explain why they have chosen them.</li><li>• Join materials and components in different ways, including glue, Sellotape and masking tape.</li><li>• Can identify and name a simple selection of hand tools (e.g. scissors).</li><li>• Carry out finishing techniques that the teacher has modelled.</li><li>• Use simple sewing techniques, including cutting, shaping and joining fabric to make a simple product.</li><li>• Build structures, exploring how they can be made stronger, stiffer and more stable.</li><li>• With help, measure, cut and score with some accuracy.</li><li>• Start to assemble, join and combine materials to make a product.</li><li>• Start to choose and use appropriate finishing techniques based on their own ideas.</li></ul>

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## Year 2 (continued)

<b>Evaluating</b>	<ul style="list-style-type: none"><li>• Evaluate their work against their design criteria.</li><li>• Look at a range of existing products, what they like and dislike about them, and why.</li><li>• Start to evaluate their product as it is developed, identifying strengths and possible changes they might make.</li><li>• With confidence, talk about their ideas, saying what they like and dislike about their product.</li></ul>
<b>Technical Knowledge</b>	<ul style="list-style-type: none"><li>• Make a model stronger and more stable.</li><li>• Use wheels and axles when appropriate to do so.</li><li>• Know how simple mechanisms work, e.g. sliders and linkages.</li><li>• Make a product that has at least two moving parts.</li></ul>
<b>Food Technology</b>	<ul style="list-style-type: none"><li>• Know that everyone should eat at least five portions of fruit and vegetables each day.</li><li>• Demonstrate how to prepare simple dishes safely and hygienically without using a heat source.</li><li>• Demonstrate how to use techniques such as cutting, peeling and grating.</li><li>• Weigh ingredients to use in a recipe.</li><li>• Describe the ingredients used when making a dish or cake.</li><li>• Can talk about which foods are healthy and which are not.</li><li>• Follow safe procedures for food safety and hygiene.</li></ul>