

Inspiring and enabling our school community to live life to the full

Our DT Curriculum gives children the opportunity to develop skills, knowledge and understanding through designing and making functional products for a range of different users. They learn about key inventions and designers. Children are encouraged to think creatively and produce innovative designs as they explore the designed and made world in which they live.



YEAR 2

Subject: DT
Unit: Mechanisms - Vehicle Designers

Characteristics of an Effective Learner

Courage
Commitment
Collaboration
Creativity
Curiosity

Prior Learning: Year 1 – Children learned how to create strong and stable structures when creating playgrounds. They also learned basic joining techniques such as using glue and tape.	Key Vocabulary taught in this unit: Cart, wheel, axel, chassis, jinks corner, joint, saw, bench hook, wooden dowel
Intent: What do we want the children to know, be able to do by the time they complete this unit?	
<u>Design</u> Design purposeful, functional, appealing products for themselves and other users based on design criteria Design a small cart to carry a wounded soldier. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, ICT Generate ideas for a cart through discussion, drawing and modelling using construction equipment.	
<u>Make</u> Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] Know how to use a saw safely to cut wooden dowel. Use a ruler to measure accurately before sawing. Select from a range of materials to build strong and stable vehicle. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Select from a range of materials to build strong and stable vehicle.	
<u>Evaluate</u> Explore and evaluate a range of existing products Explore and evaluate a range of existing carts. Evaluate their ideas and products against design criteria Evaluate their finished cart against the design criteria and suggest improvements.	
<u>Technical knowledge</u> Build structures, exploring how they can be made stronger, stiffer and more stable Know how to strengthen a wooden frame using jinks corners. Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. Know how wheels and axles work and the different ways these can be attached.	
Impact / Outcome: What will the final product / result be? Design brief: Design and make a cart to carry a wounded soldier.	
P4C Inquiry (where appropriate) – n/a	