

Year 2 Design Technology Objectives

	DT Focus	Unit Title	National Curriculum Objectives
Autumn 2	Food	Perfect Pizzas	<p>KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing</p> <p>KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>KS1 - explore and evaluate a range of existing products</p> <p>KS1 - evaluate their ideas and products against design criteria</p> <p>KS1 - use the basic principles of a healthy and varied diet to prepare dishes</p> <p>KS1 - understand where food comes from</p>
Spring 2	Mechanisms and Mechanical systems	Making Fire Engines	<p>KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing</p> <p>KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>KS1 - explore and evaluate a range of existing products</p> <p>KS1 - evaluate their ideas and products against design criteria</p> <p>KS1 - explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products</p>
Summer 2	Textiles	Puppets	<p>KS1 - design purposeful, functional, appealing products for themselves and other users based on design criteria</p> <p>KS1 - generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p>KS1 - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing</p> <p>KS1 - select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</p> <p>KS1 - explore and evaluate a range of existing products</p> <p>KS1 - evaluate their ideas and products against design criteria</p>

