




DT CURRICULUM MAP – Y2

2	Autumn		Spring		Summer	
		Joining Fabrics Textiles and sewing	 	Fire Engines Wheels, axles, pivots and levers		Salads Food and nutrition
Brief	To design, make and evaluate a fabric face as a piece of artwork		To design, make and evaluate a fire engine for a child to use as a toy.		To design, make and evaluate a tasty colourful salad for us to enjoy as a meal.	
Skills	<ul style="list-style-type: none"> Start to generate ideas by drawing on their own and other people's experiences. Begin to develop their design ideas through discussion, observation, drawing and modelling. Make and use templates and mock ups of their ideas in card and paper or using ICT. Begin to select tools and materials; use correct vocabulary to name and describe them. Demonstrate how to cut, shape and join fabric to make a simple product. Use basic sewing techniques. With confidence talk about their ideas, saying what they like and dislike about them 		<ul style="list-style-type: none"> Identify a purpose for what they intend to design and make. Develop their ideas through talk and drawings and label parts. Begin to select tools and materials; use correct vocabulary to name and describe them. Build structures, exploring how they can be made stronger, stiffer and more stable. With help measure, cut and score with some accuracy. Learn to use hand tools safely and appropriately. Start to assemble, join and combine materials in order to make a product. Start to choose and use appropriate finishing techniques based on own ideas. Evaluate their work against their design criteria. Look at a range of existing products explain what they like and dislike about products and why. Start to evaluate their products as they are developed, identifying strengths and possible changes they might make. 		<ul style="list-style-type: none"> Understand how to identify a target group for what they intend to design and make based on a design criteria. Understand that all food comes from plants or animals. Know that food has to be farmed, grown elsewhere (e.g. home) or caught. Understand how to name and sort foods into the five groups in 'The Eat well plate' Know that everyone should eat at least five portions of fruit and vegetables every day. Demonstrate how to prepare simple dishes safely and hygienically, without using a heat source. Demonstrate how to use techniques such as cutting, peeling and grating. Taste a range of different vegetables and explain what they like and dislike about them and why. 	
Vocabulary	Design, make, evaluate, templates, scissors, fasten, glue, glue-gun, staple, Sellotape, masking tape, thread, needle, sew, fabric, felt, silk, card, buttons, ribbon,		pine, chassis, dowel, wheels, axles, lever, pivot, structure, design, make, evaluate, user, purpose, ideas, design criteria, product, function, travel, movement, forwards, backwards, paint, paintbrush, PVA wood glue, glue stick, scissors		Design, make, evaluate, taste, sweet, bitter, sour, salty, crunchy, texture, peel, chop, cut, grate, carrot, tomato, cucumber, radish, broccoli, lettuce, spring onion, bell pepper, celery, beetroot, olives	
Inventor	Based on artwork Senecio (1922) by Paul Klee The family of Gideon Sundback established the G. Sundback Graduate Fellowship in Mechanical Engineering in his honour. Gideon Sundback, credited as inventor of the modern-day zipper, developed the "Hookless No. 2" in 1914		In the early 18th century, Englishman Richard Newsham received two patents for his fire engine design. The first, in 1721, depicted an invention that could direct a stream of water toward a fire.		George Washington Carver was an American agricultural scientist and inventor. Carver worked in Alabama, USA to help farmers grow better quality crops and improve the soil's quality so it can be used again for growing other crops.	