



**Year 2 Design and Technology Knowledge, Skills and Vocabulary Progression**



<p align="center"><b><u>Mechanisms - Wheels and Axles (Autumn 2)</u></b> <b><u>Knowledge</u></b></p>	<p align="center"><b><u>Food - Preparing fruit and vegetables (Spring 2)</u></b> <b><u>Knowledge</u></b></p>	<p align="center"><b><u>Textiles - Templates and joining techniques (Summer 2)</u></b> <b><u>Knowledge</u></b></p>
<p>I can explore and use wheels, axles and axle holders. I can distinguish between fixed and freely moving axles. I know and can use technical vocabulary relevant to the project.</p>	<p>I understand where a range of fruit and vegetables come from e.g. farmed or grown at home. I can 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>. I know and can use technical and sensory vocabulary relevant to the project.</p>	<p>I can understand how simple 3-D textile products are made, using a template to create two identical shapes. I can understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. I can explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons. I know and can use technical vocabulary relevant to the project.</p>
<p align="center"><b><u>Mechanisms - Wheels and Axles (Autumn 2)</u></b> <b><u>Skills</u></b></p>	<p align="center"><b><u>Food - Preparing fruit and vegetables (Spring 2)</u></b> <b><u>Skills</u></b></p>	<p align="center"><b><u>Textiles - Templates and joining techniques (Summer 2)</u></b> <b><u>Knowledge</u></b></p>
<p><b><u>Designing</u></b> I can generate initial ideas and simple design criteria through talking and using own experiences. I can develop and communicate ideas through drawings and mock-ups.</p> <p><b><u>Making</u></b> I can select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing. I can select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics.</p> <p><b><u>Evaluating</u></b> I can explore and evaluate a range of products with wheels and axles. I can evaluate my ideas throughout and my products against original criteria.</p>	<p><b><u>Designing</u></b> I can design appealing products for a particular user based on simple design criteria. I can generate initial ideas and design criteria through investigating a variety of fruit and vegetables. I can communicate these ideas through talk and drawings.</p> <p><b><u>Making</u></b> I can use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely. I can select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product.</p> <p><b><u>Evaluating</u></b> I can taste and evaluate a range of fruit and vegetables to determine the intended user's preferences. I can evaluate ideas and finished products against design criteria, including intended user and purpose.</p>	<p><b><u>Designing</u></b> I can design a functional and appealing product for a chosen user and purpose based on simple design criteria. I can generate, develop, model and communicate my ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology.</p> <p><b><u>Making</u></b> I can select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing. I can select from and use textiles according to their characteristics.</p> <p><b><u>Evaluating</u></b> I can explore and evaluate a range of existing textile products relevant to the project being undertaken. I can evaluate my ideas throughout and my final products against original design criteria.</p>
<p align="center"><b><u>Mechanisms - Wheels and Axles (Autumn 2)</u></b> <b><u>Vocabulary</u></b></p>	<p align="center"><b><u>Food - Preparing fruit and vegetables (Spring 2)</u></b> <b><u>Vocabulary</u></b></p>	<p align="center"><b><u>Textiles - Templates and joining techniques (Summer 2)</u></b> <b><u>Vocabulary</u></b></p>

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

fruit and vegetable names, names of equipment and  
utensils sensory vocabulary e.g. soft, juicy, crunchy,  
sweet, sticky, smooth, sharp, crisp, sour, hard, flesh, skin,  
seed, pip, core, slicing, peeling, cutting, squeezing, healthy  
diet, choosing, ingredients, planning, investigating, tasting,  
arranging, popular, design, evaluate, criteria

names of existing products, joining and finishing  
techniques, tools, fabrics and components, template,  
pattern pieces, mark out, join, decorate, finish, features,  
suitable, quality mock-up, design brief, design criteria,  
make, evaluate, user, purpose, function