

Year 2 Scheme of Learning: Design and Technology

Year 2 – Textiles

Lesson 1	
Learning Objective	To explore where a running stitch can be found.
Declarative Knowledge	<ul style="list-style-type: none">• Know that a seam is a row of stitches joining two pieces of fabric.• Know a needle and thread are used to create a running stitch.• Know that running stitch can be found in the environment around us for a variety of purposes (Pencil cases, uniforms, shoes).• Know that to sew is to join pieces of fabric with stitches.• Know that fray means to unravel or become worn at the edge.
Procedural Knowledge	Research – products that have a running stitch.
Key Vocabulary	Material, stitch, running stitch, needle, thread, pattern, objects, environment, interval, in, out.

Lesson 2	
Learning Objective	To know how to use a running stitch.
Declarative Knowledge	<ul style="list-style-type: none">• Know that running stitch is created by passing the needle in and out of the material at regular intervals.• Know how to thread a needle.• Know how to correctly pass the needle and thread through the material.• Know how to finish off a running stitch securely.
Procedural Knowledge	Investigate – basic skills required to successfully do a running stitch.
Key Vocabulary	Stitch, running stitch, thread, needle, interval, in, out, pattern, finish off.

Lesson 3	
Learning Objective	To know the key features of a cushion.
Declarative Knowledge	<ul style="list-style-type: none">• Know that cushions are used in a variety of settings (sofas/beds/reading corners/ pin cushions/ etc).• Know that cushions come in a variety of materials suited to their purpose.• Know that stuffing is used to fill a cushion.• Know that stuffing can be made or bought.• Know that cushions are soft and used for comfort.
Procedural Knowledge	Research – focusing on the features of a cushion.
Key Vocabulary	Cushion, material, stuffing, cotton, design, shape, purpose, texture, weight, colour.

Lesson 4	
Learning Objective	To design a cushion using a running stitch for hijab pins.
Declarative Knowledge	<ul style="list-style-type: none"> • Know that to design is to generate, develop and communicate ideas for a product. • Know that a product is designed for a particular audience. • Know what a hijab pin cushion is and why it would be used. • Know that a design must include material, size, purpose and shape. • Know that a design is used to support the creation of a product.
Procedural Knowledge	Design – Design purposeful, functional, appealing product for themselves and others.
Key Vocabulary	Design, decision, purpose, colour, material, weight, shape, texture, audience.

Lesson 5	
Learning Objective	To make a cushion using running stitch for hijab pins.
Declarative Knowledge	<ul style="list-style-type: none"> • Know that to embroidery is to decorate fabric with stitches. • Know that a template is a shape drawn to assist in cutting out shapes. • Know that there are many ways to join fabrics, including: <ul style="list-style-type: none"> ○ Gluing ○ Stapling ○ Safety pinning ○ Pinning ○ Sewing
Procedural Knowledge	Make - Select from and use a range of tools and equipment to perform practical tasks.
Key Vocabulary	Design, audience, hijab pin cushion, make, material, thread, needle, running stitch.

Lesson 6	
Learning Objective	To evaluate a cushion using a running stitch for hijab pins.
Declarative Knowledge	<ul style="list-style-type: none"> • Know that to evaluate is to judge how a product meets chosen criteria. • Know that my product can be used for a particular purpose and assess the use of the product.
Procedural Knowledge	Evaluate – evaluate their product against a design criteria.
Key Vocabulary	Criteria, evaluate, purpose, audience, check, design.

Year 2 - Mechanisms: Wheels and axles

Lesson 1 & 2	
Learning Objective	To investigate a variety of vehicles and their uses and features. (1)
Declarative Knowledge	<ul style="list-style-type: none"> • Know that a vehicle is something that transports people or goods. • Know and identify a variety of vehicles from around them. • Know that a vehicle is designed for a particular purpose. • Know that a mechanism is a moving part and where to spot mechanisms in vehicles. • Know that a chassis is the frame or base on which a vehicle is built.
Procedural Knowledge	Research – exploring vehicles, their uses and features.
Key Vocabulary	Vehicle, transport, mechanism, wheel, chassis, movement, goods, people.

Lesson 3 & 4	
Learning Objective	To investigate a variety of vehicles and their uses and features. (2)
Declarative Knowledge	<ul style="list-style-type: none"> • Know that a vehicle is something that transports people or goods. • Know and identify a variety of vehicles from around them. • Know that a vehicle is designed for a particular purpose. • Know that a mechanism is a moving part and where to spot mechanisms in vehicles.
Procedural Knowledge	Research – exploring vehicles, their uses and features.
Key Vocabulary	Rod, wheel, axle, mechanism, car, lorry, train, plane, boat.

Lesson 5 & 6	
Learning Objective	To be able to investigate ways of creating and decorating the body of a vehicle.
Declarative Knowledge	<ul style="list-style-type: none"> • Know that a chassis is the frame or base on which a vehicle is built. • Know that vehicles can be made of different materials. • Know what existing vehicles look and how they are decorated.
Procedural Knowledge	Investigate – focus on the design of the body of a vehicle.
Key Vocabulary	Design, decoration, purpose, logo, brand, build, create, material, space, object.

Lesson 7 & 8	
Learning Objective	To be able to design a vehicle.
Declarative Knowledge	<ul style="list-style-type: none"> • Know that an axle is a rod on which one or more wheels can rotate, either freely or be fixed to and turn with the axle. • Know that an axle holder is the component through which an axle fits and rotates. • Know that friction is resistance which is encountered when two things rub together. • Know that a dowel is a wooden rod used for making axles to hold wheels.
Procedural Knowledge	Design – Design purposeful, functional, appealing products for themselves and other users based on design criteria.
Key Vocabulary	Design, purpose, brief, shape, size, material, pattern, axle rod, wheel, mechanism.

Lesson 9 & 10	
Learning Objective	To be able to make a vehicle based on a design.
Declarative Knowledge	<ul style="list-style-type: none"> • Know that a design is used to create a product. • Know to follow a design is to look at the plans and produce. • Know what the outcome of a design should be.
Procedural Knowledge	Make - Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing.
Key Vocabulary	Make, design, instructions, steps, material, axle rod, wheel, mechanism.

Lesson 11 & 12	
Learning Objective	To be able to evaluate a finished product.
Declarative Knowledge	<ul style="list-style-type: none"> • Know that to evaluate is to judge how a product meets chosen criteria. • Know that my product can be used for a particular purpose and assess the use of the product.
Procedural Knowledge	Evaluate - Evaluate their ideas and products against design criteria.
Key Vocabulary	Design, evaluate, audience, use, effectiveness, pattern, decoration, size, shape, change.