

Year 2 – Term 4
Is it possible to be good at everything?
DESIGN TECHNOLOGY



National Curriculum Links

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].
Select from and use a wide range of materials and components, including textiles and according to their characteristic.

Essential Prior Learning

Children have joined different materials including paper and card and explored different ways of doing this – they are starting to recognise that some methods may be better than others, depending on the intended outcome.
Children have followed a design brief: they have planned and made something to meet given criteria.

Progression in Skill

Draw around a template, with increasing accuracy, on to different materials.
Explore different ways of joining materials (specifically paper and fabric), e.g. running stitch, glue, staples, over sewing, tape, and make decisions about which is the most appropriate.

Choose appropriate decorations to suit both the design brief and the materials used, e.g. buttons, beads, sequins, ribbons.
Explore different ways of colouring fabrics using a range of techniques, e.g. printing, painting.

Long-term Memory Knowledge

Puppets have been used in different places around the world to tell stories for years.
The way someone chooses to join materials together depends on the properties of the material, what the purpose of the product is and how long it is expected to last.
The thicker the fabric, the sharper the needle needed.
Tying a knot in the thread will stop it being pulled through.

Key Vocabulary

glove puppet	a puppet that fits on a hand: the wearers fingers operate the head and arms of the puppet
mock-up	first draft of the model using a cheaper material – an opportunity to try out ideas
seam	a row of stitches joining two pieces of fabric
sew	join two pieces of fabric together with stitches
appliqué	attach one piece of fabric to another for decoration
embroider	decorate a piece of fabric with a series of stitches
fray	to unravel or become worn at the edges

Progression in Resources

paper for templates
felt
thread
needles
glue
staples
tape
buttons
beads
sequins
ribbon
fabric paint

Relevance

Now	Children develop their understanding that designers choose materials and processes to suit their purpose; they understand the link between a product and its purpose, asking themselves, are the decisions I'm making going to mean my product is fit for purpose? They see that something can be useful and a thing of beauty.
Future	Children select, with confidence, materials and processes to suit their intended outcome; they can use a needle and thread with some confidence to repair items or create something new.
Aspiration	Children will aspire to become designers using a range of textile materials. They may choose to work in the fashion industry or in creating toys; they may develop a love of the theatre and work in puppetry.