



## St Peter's Design Technology Medium term Plan



### Year 2

Spring 1 <u>Weaving</u>	Summer 2 <u>Wheels and Axles</u>
<ul style="list-style-type: none"><li>When designing and making, pupils should be taught to:</li><li><b>Design</b></li><li>design purposeful, functional, appealing products for themselves and other users based on design criteria</li><li>generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</li><li><b>Make</b></li><li>select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</li><li>select from and use a wide range of textiles according to their characteristics</li><li><b>Evaluate</b></li><li>explore and evaluate a range of existing product</li><li>evaluate their ideas and products against design criteria</li></ul>	<ul style="list-style-type: none"><li>When designing and making, pupils should be taught to:</li><li><b>Design</b></li><li>design purposeful, functional, appealing products for themselves and other users based on design criteria</li><li>generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</li><li><b>Make</b></li><li>select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</li><li>select from and use a wide range of construction materials , according to their characteristics</li><li><b>Evaluate</b></li><li>explore and evaluate a range of existing product</li><li>evaluate their ideas and products against design criteria</li><li><b>Technical knowledge</b></li><li>explore and use mechanisms [wheels and axles], in their products.</li></ul>
<ol style="list-style-type: none"><li>To evaluate existing textiles (discuss John Kay and the flying shuttle) (vocab: textiles, materials, weave)</li><li>To make design criteria for my textile piece (vocab: design)</li><li>To design my textile weaving</li><li>To develop ideas through mock ups (practise weaving with paper)</li><li>To use a range of textiles according to their characteristics</li><li>To evaluate my product against the design criteria (use evaluation form on server) (vocab: evaluate)</li></ol>	<ol style="list-style-type: none"><li>To explore existing products which use wheels and axles (discuss that wheels and axels date back to 3500 BC and is likely to have been invented in Ancient Summer.) (vocab: wheel, axle)</li><li>To evaluate an existing product (vocab: product)</li><li>To make design criteria based on our research</li><li>To design a functional product based on design criteria</li><li>To select construction materials to make our product (vocab: construct, template)</li><li>To evaluate my product (use evaluation form on server)</li></ol>

Weaving - End points	Wheels and Axles - End points
<p><b>Designer/person of interest:</b> John Kay is an inventor best known for his invention of the flying shuttle in 1733 which improved weaving.</p> <p><b>Skill:</b> To create a textile piece by weaving fabric.</p> <p><b>Vocab:</b> textile, materials, weave, design, evaluate</p>	<p><b>Designer/person of interest:</b> The Ancient Sumerians invented the wheel and axle around 3500BC.</p> <p><b>Skill:</b> To be able to make a functional wheel and axle mechanism.</p> <p><b>Vocab:</b> construct, template, wheel, axle, product</p>
<p>Textile: a fabric</p> <p>Material: a cloth or fabric</p> <p>Weave: repeatedly crossing threads or fabric over one another</p> <p>Design: a plan or drawing to show how something will look or how it works</p> <p>Evaluate: to check the quality of something.</p>	<p>Construct: to make or build something.</p> <p>Template: a guide for how something can be made.</p> <p>Wheel: a circular object that moves on an axle</p> <p>Axel: a bar in which a wheel can move round on</p> <p>Product: the final result</p>