



Year 2

Spring 1 <u>Weaving</u>	Summer 2 <u>Wheels and Axles</u>
<ul style="list-style-type: none"> • When designing and making, pupils should be taught to: • Design • design purposeful, functional, appealing products for themselves and other users based on design criteria • generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology • Make • 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 textiles according to their characteristics • Evaluate • explore and evaluate a range of existing product • evaluate their ideas and products against design criteria 	<ul style="list-style-type: none"> • When designing and making, pupils should be taught to: • Design • design purposeful, functional, appealing products for themselves and other users based on design criteria • generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology • Make • 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 construction materials , according to their characteristics • Evaluate • explore and evaluate a range of existing product • evaluate their ideas and products against design criteria • Technical knowledge • explore and use mechanisms [wheels and axles], in their products.
<ol style="list-style-type: none"> 1. To evaluate existing textiles (discuss John Kay and the flying shuttle) 2. To make design criteria for my textile piece 3. To design my textile weaving 4. To develop ideas through mock ups (practise weaving with paper) 5. To use a range of textiles according to their characteristics 6. To evaluate my product against the design criteria (use evaluation form on server) 	<ol style="list-style-type: none"> 1. To explore existing products which use wheels and axles 2. To evaluate an existing product 3. To make design criteria based on our research 4. To design a functional product based on design criteria 5. To select construction materials to make our product 6. To evaluate my product (use evaluation form on server)