



Kingsley Primary School

Year 2 - DT Knowledge Progression Sheet

	Food - Preparing fruit and vegetables	Mechanisms – Wheels and Axles	Textiles - 2-D shape to 3-D product
Prior Learning	<ul style="list-style-type: none"> -Experience of common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell. -Experience of cutting soft fruit and vegetables using appropriate utensils. 	<ul style="list-style-type: none"> -Assembled vehicles with moving wheels using construction kits. -Explore moving vehicles through play. -Gained some experience of designing, making and evaluating products for a specified user and purpose. -Developed some cutting, joining and finishing skills with card. 	<ul style="list-style-type: none"> -Have joined fabric in simple ways by gluing and stitching. -Have used simple patterns and templates for marking out. -Have evaluated a range of textile products.
Designing	<ul style="list-style-type: none"> -Design appealing products for a particular user based on simple design criteria. -Generate initial ideas and design criteria through investigating a variety of fruit and vegetables. -Communicate these ideas through talk and drawings. 	<ul style="list-style-type: none"> -Generate initial ideas and simple design criteria through talking and using own experiences. -Develop and communicate ideas through drawings and mock-ups. 	<ul style="list-style-type: none"> -Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s. -Produce annotated sketches, prototypes, final product sketches and pattern pieces.
Making	<ul style="list-style-type: none"> -Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely. -Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product. 	<ul style="list-style-type: none"> -Select from and use a range of tools and equipment to perform practical tasks such as cutting and joining to allow movement and finishing. -Select from and use a range of materials and components such as paper, card, plastic and wood according to their characteristics. 	<ul style="list-style-type: none"> -Plan the main stages of making. - Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing. -Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.



Evaluating	<ul style="list-style-type: none"> -Taste and evaluate a range of fruit and vegetables to determine the intended user's preferences. -Evaluate ideas and finished products against design criteria, including intended user and purpose. 	<ul style="list-style-type: none"> -Explore and evaluate a range of products with wheels and axles. -Evaluate their ideas throughout and their products against original criteria. 	<ul style="list-style-type: none"> -Investigate a range of 3-D textile products relevant to the project. -Test their product against the original design criteria and with the intended user. -Take into account others' views. -Understand how a key event/individual has influenced the development of the chosen product and/or fabric.
Technical Knowledge and Understanding	<ul style="list-style-type: none"> -Understand where a range of fruit and vegetables come from e.g. farmed or grown at home. -Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The eat well plate. -Know and use technical and sensory vocabulary relevant to the project. 	<ul style="list-style-type: none"> -Explore and use wheels, axles and axle holders. -Distinguish between fixed and freely moving axles. -Know and use technical vocabulary relevant to the project. 	<ul style="list-style-type: none"> -Know how to strengthen, stiffen and reinforce existing fabrics. -Understand how to securely join two pieces of fabric together. -Understand the need for patterns and seam allowances. -Know and use technical vocabulary relevant to the project.
Key Vocabulary	<p>flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria</p>	<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</p>	<p>fabric, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance, user, purpose, design, model, evaluate, prototype, annotated sketch, functional, innovative, investigate, label, drawing, aesthetics, function, pattern pieces</p>