

Year 2

	Key Skills	Key Knowledge	Key Vocabulary
Autumn 2 Structures: Baby Bear's Chair	 Generating and communicating ideas using sketching and modelling. Learning about different types of structures, found in the natural world and in everyday objects. Making a structure according to design criteria. Creating joints and structures from paper/card and tape. Building a strong and stiff structure by folding paper. Exploring the features of structures. Comparing the stability of different shapes. Testing the strength of 	 To know that shapes and structures with wide, flat bases or legs are the most stable. To understand that the shape of a structure affects its strength. To know that materials can be manipulated to improve strength and stiffness. To know that a structure is something which has been formed or made from parts. To know that a 'stable' structure is one which is firmly fixed and unlikely to change or move. To know that a 'strong' structure is one which 	 design criteria man-made natural properties structure stable shape model test
	 their own structures. Identifying the weakest part of a structure. Evaluating the strength, stiffness and stability of 	does not break easily. To know that a 'stiff' structure or material is one which does not bend easily.	
	their own structure.	cushy.	

Spring 2 Textiles: Pouches	 Designing a pouch. Selecting and cutting fabrics for sewing. Decorating a pouch using fabric glue or running stitch. Threading a needle. Sewing running stitch, with evenly spaced, neat, even stitches to join fabric. Neatly pinning and cutting fabric using a template. Troubleshooting scenarios posed by teacher. Evaluating the quality of the stitching on others' work. Discussing as a class, the success of their stitching against the success criteria. Identifying aspects of their peers' work that they particularly like and why. 	 To know that sewing is a method of joining fabric. To know that different stitches can be used when sewing. To understand the importance of tying a knot after sewing the final stitch. To know that a thimble can be used to protect my fingers when sewing. 	 decorate fabric fabric glue knot needle needle threader running stitch sew template thread
Summer 2	 Designing a vehicle that includes wheels, axles and axle holders, which will 	 To know that wheels need to be round to rotate and move. 	 axle axle holder chassis
Mechanisms:	allow the wheels to move.	 To understand that for a wheel to move it must be 	diagramdowel
Moonbuggies		wheel to move it must be	dowerequipment

	 Creating clearly labelled drawings that illustrate movement. Adapting mechanisms. Testing mechanisms, identifying what stops wheels from turning, knowing that a wheel needs an axle in order to move. 	 attached to a rotating axle. To know that an axle moves within an axle holder which is fixed to the vehicle or toy. To know that the frame of a vehicle (chassis) needs to be balanced. To know some real-life items that use wheels. 	mechanismwheel
Health Week A balanced diet	 Designing a healthy wrap based on a food combination which works well together. Slicing food safely using the bridge or claw grip. Constructing a wrap that meets a design brief. Describing the taste, texture and smell of fruit and vegetables. Taste testing food combinations and final products. Describing the information that should be included on a label. Evaluating which grip was most effective. 	 To know that 'diet' means the food and drink that a person or animal usually eats. To understand what makes a balanced diet. To know where to find the nutritional information on packaging. To know that the five main food groups are: Carbohydrates, fruits and vegetables, protein, dairy and foods high in fat and sugar. To understand that I should eat a range of different foods from each food group, and roughly 	 balanced diet balance carbohydrate dairy fruit ingredients oils sugar protein vegetable design criteria

sugars'.
