DT Curriculum Map – progression of skills

Class 2 Year B

	Autumn **Mechanisms: Making a moving story book**	Spring **Textiles: Puppets**	Summer **Food: A balanced diet**	Additional unit **Mechanisms: Making a moving monster**
Skills design	Explaining how to adapt mechanisms, using bridges or guides to control the movement. Designing a moving story book for a given audience.	Using a template to create a design for a puppet.	Designing a healthy wrap based on a food combination which work well together.	Creating a class design criteria for a moving monster. Designing a moving monster for a specific audience in accordance with a design criteria
Skills make	Following a design to create moving models that use levers and sliders.	Cutting fabric neatly with scissors. Using joining methods to decorate a puppet. Sequencing steps for construction.	Slicing food safely using the bridge or claw grip. Constructing a wrap that meets a design brief.	Making linkages using card for levers and split pins for pivots. Experimenting with linkages adjusting the widths, lengths and thicknesses of card used. Cutting and assembling components neatly
Skills evaluate	Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed. Reviewing the success of a product by testing it with its intended audience.	Reflecting on a finished product, explaining likes and dislikes.	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.	Evaluating own designs against design criteria. Using peer feedback to modify a final design.
Knowledge	To know that a mechanism is the parts of an object that move together. To know that a slider mechanism moves an object from side to side. To know that a slider mechanism has a slider, slots , guides and an object. To know that bridges and guides are bits of card that purposefully restrict the movement of the slider. **Additional** To know that in Design and technology we call a plan a 'design'.	To know that 'joining technique' means connecting two pieces of material together. To know that there are various temporary methods of joining fabric by using staples. glue or pins. To understand that different techniques for joining materials can be used for different purposes. To understand that a template (or fabric pattern) is used to cut out the same shape multiple times. To know that drawing a design idea is useful to see how an idea will look.	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 how much of each food group. To know that nutrients are substances in food that all living things need to make energy, grow and develop.	To know that mechanisms are a collection of moving parts that work together as a machine to produce movement. To know that there is always an input and output in a mechanism. To know that an input is the energy that is used to start something working. To know that an output is the movement that happens as a result of the input. To know that a lever is something that turns on a pivot. To know that a linkage mechanism is made up of a series of levers. **Additional** To know some real-life objects that contain mechanisms.

			To know that 'ingredients' means the items in a mixture or recipe. To know that I should only have a maximum of five teaspoons of sugar a day to stay healthy. To know that many food and drinks we do not expect to contain sugar do; we call these 'hidden sugars'.	
Vocabulary	Sliders, mechanism, adapt, design, criteria, design, input, model, template, assemble, test	Decorate, design, fabric, glue, model, hand puppet, safety pin, staple, stencil, template	balanced diet, balance, carbohydrate, dairy, fruit, ingredients, oils, sugar, protein, vegetable, design criteria	Axle, design criteria, input, linkage, mechanical, output, pivot, wheel