

Y2 design technology overview 2022-23

DT Activity		Approaches to Developing Skills	Desired Knowledge and Understanding	Approaches Developing Knowledge and Understanding	Materials	Assessed through (T1 T2 T3)		
						Responding Creating Evaluating		
							loring Notat	
Responding	 To begin to develop an ability to discuss observed art pieces To begin to develop an ability to follow guidance from a tutor (techniques, top-tips) To begin to develop an ability to experiment with own compositions To begin to develop an ability to communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology 	Class/group tuition with technical guidance	 Understanding the history and origins of artists, designers, craft-makers, architects To know about different techniques that a variety of designers used to create their design pieces and understand why they chose or explored these techniques Understanding the history of design forms and purpose for creations Understanding how design reflects a community or culture Understanding as to how design keeps traditions alive Understand how design in cultures is used (for example in dance, spiritual, worship, rites of passage, and in wellbeing) 	 Through class teacher led presentations with children note-taking Group research on history and /or origins and of masterpieces from masters in their fields 	TERM1: Unit 2d Textiles: Joseph's Coat TERM2: Unit 2c Structures: mechanisms – a wind-up toy TERM3: Unit 2b Textiles: puppets	Most children will be able to (working at)	will not yet be able	
Exploring	 To begin to develop an ability to research appropriately great artists, craft makers, designers To begin to develop an ability to explore sketch books of professional designers To begin to develop an ability to make comparisons between different genres To begin to develop a skill of investigating the historical and cultural development of design through provided opportunities 	 Class/group tuition with reference to historical information, images 						
Designing/ Technical knowledge	 To begin to develop skill of keeping and using a sketch book (creative journal, visual diary) to record observations To begin to develop skill in strengthening, stiffening and reinforcing complex structures To begin to develop skill in how to use mechanical systems in their products [eg gears, pulleys, cams, levers and linkages] To begin to develop skill in how to use electrical systems in their products [eg series circuits incorporating switches, bulbs, buzzers and motors] To begin to develop skill in how to apply their understanding of computing to program, monitor and control their products To begin to develop skill in how to plan/ explore/ experiment with designs 	Class/group sketching activities and provided sources to enable discovering of a variety of sketch books from over time and globally		 Through involvement in workshops in groups or as a class Through presentations to class/or in whole school worship sessions Through class, then group or individual opportunities to create compositions Chosen piece to present to class for observing with reasons why it has been chosen and a background to piece selected 				
Creating	 To begin to develop skill in compose own composition or construction following planned design To begin to develop skill in how to generate, develop, model To begin to develop skill in how to compose in more than one medium (food, textile, paper, clay, metal, wood) To begin to develop skill in how to select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately To begin to develop skill in how to select from and use a wider range of materials & components, including construction materials, textiles & ingredients, according to functional properties & aesthetic qualities 	Class, then group opportunities for field studies and internal compositions from stimuli						
Critically Observing/ Evaluating	 To begin to develop skill in how to how to investigate and analyse a range of existing products To begin to develop skill in how to research key events and individuals in design technology and understand how they have helped shape the world To begin to develop skill in how to observe someone else's chosen design piece/constructions To begin to develop skill in how to critically evaluate own compositions/ construction against design criteria To begin to develop skill in how to evaluate their ideas and products against their own design criteria and consider the views of others to improve their work 	Observational opportunities to be part of each lesson						
SMSC	 To begin to work with others of different religious, ethnic and socioeconomic backgrounds, according to given briefs wider knowledge of Y2 DT curriculum To begin to resolve conflicts and differing opinions with skill should these arise To begin to develop an enjoyment of DT To begin to use their imagination and creativity To begin to reflect on tasks To begin to investigate and offer views on ethical issues in art studied To begin to explore and understand art from a variety of cultural backgrounds To begin to display a willingness to explore and understand DT from a variety of cultural backgrounds 	 Setting of research opportunities using given websites and researching finding own information Setting of opportunities and briefs that require engagement with others of differing backgrounds 						

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