## Structures Year 2

## National curriculum Vocabulary product Design score To design purposeful, functional, appealing products for themselves and other users based cut shape on design criteria. fold strong To generate, develop, model and communicate their ideas through talking, drawing, assemble stable templates, mock-ups and, where appropriate, information and communication technology. stiff join material structure To select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] To select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. **Evaluate** To evaluate their ideas and products against design criteria To explore and evaluate a range of existing products **Technical Knowledge** To build structures, exploring how they can be made stronger, stiffer and more stable. To explore and use mechanisms (for example, levers, sliders, wheels and axles), in their product Investigate Design Make **Evaluate** Technical knowledge Year 2 - DT Skills -Use knowledge of existing -Develop their design ideas -Begin to select tools and -Evaluate their products as products to help come up through discussion, materials; use vocab' to they are developed, with ideas observation, drawing and name and describe them identifying strengths and -The correct technical modelling -Measure, cut and score possible changes they might vocabulary for the projects -Design a simple design with some accuracy make. they are undertaking criteria for product. -Use hand tools safely and - Evaluate against their design criteria. appropriately -Assemble, join and -Talk about their ideas, combine materials in order saying what they like and dislike about them. to make a product cardboard bas wooden gap wide DISCOUNT FROM ennught for DMS with roised sides

focus/ title

Lesson outline

Investigate / skills practice

LO: To explore existing structures and joining techniques.

DT Skills: Use knowledge of existing products to help come up with ideas

- -To select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].
- -The correct technical vocabulary for the projects they are undertaking (i.e. structure)

Explore existing products of shelters (houses, sheds, playhouse, garage) what is their purpose? Discuss how they are designed to be suitable for their use (e.g. car garage needs to correct size and shape for a car, animal shelter needs to have a roof etc). Discuss existing animal shelters in more detail, compare their size/shape/design to be most appropriate for the animal it is used by. Link to Yorkshire Wildlife trip.

Following teacher modelling, investigate and make different structures using a range of materials (e.g. art straws, card etc).

Explore different ways of joining the materials to create desired structure/shape. Teach children how to use masking tape, the 'cut and glue' technique or folds/slots to join materials- slots, tabs, cut and glue,tape.

WTS/ARE/GDS – Experiment with using the cut and glue technique or pipe cleaners to join materials. Investigate/ skills practice As a class, explore different ways to make structures stronger, stiffer and more stable. LO: To understand how to make Encourage the children to think about how folding materials can make structures stable. them stronger, stiffer, stand up and be more stable. DT Skills: To build structures, exploring Use technical language (e.g. wall, tower, framework, base, joint, metal. how they can be made stronger, stiffer wood, plastic, triangle, square, rectangle, cuboid, cube). and more stable. -To select from and use a range of tools and equipment to perform practical tasks WTS/ARE/GDS - Children to use a range of materials and use different [for example, cutting, shaping, joining and techniques to strengthen and make them more stable. Children to discuss finishing]. what is the most effective method to use and consider when some -The correct technical vocabulary for the techniques would be more suitable than others. projects they are undertaking i.e. WTS - Support where needed or use of mixed ability 'support pairs' to structures, support) encourage to help each other Design Design own animal shelter using methods to improve stability of the structure and taught joining methods – This needs to be the children's LO: To design a animal shelter using design and ensure they understand the audience for the product. Decide various structures. on the criteria for the structure. Who are the intended users? What is the purpose of the product? What materials will you use? DT Skills: Develop their design ideas through discussion, observation, ARE/GDS – Design sheet – Design an animal shelter and label. Include drawing and modelling. intended audience, purpose, design criteria and materials required. WTS – Support to complete design sheet. Design criteria provided. - Design a simple design criteria for product. -Use knowledge of existing products to help come up with ideas Make Making an animal shelter using knowledge of structures from previous lesson. Focus on joining materials effectively and making the structure LO: To assemble, join and combine strong, stiff and stable. materials to make product. Teacher modelling used to recap techniques and support where needed. To evaluate and make changes to WTS/ARE/GDS – Mixed ability groups. product design when making. Photos to be taken of the children using different techniques to assemble, DT Skills: Begin to select tools and join and combine materials. Photos to be included in DT file. materials: use vocab' to name and describe them. -Measure, cut and score with some accuracy. -Use hand tools safely and appropriately -Assemble, join and combine materials in order to make a product. -Evaluate their products as they are developed, identifying strengths and possible changes they might make. Make Mid-project evaluation – what have they achieved so far? What is going well? What has been difficult? How could they improve the strength, LO: To add finishes touches to their stiffness and stability of their structures? What might you change? product to make a quality product. DT Skills: -Begin to select tools and ARE/GDS - Continue making structures. Focusing on finishing off and materials; use vocab' to name and making the structures appealing (strengthening and embellishing). describe them. WTS - Support where needed.

<ul> <li>-Measure, cut and score with some accuracy</li> <li>-Use hand tools safely and appropriately.</li> <li>-Assemble, join and combine materials in order to make a product</li> <li>Evaluate their products as they are developed, identifying strengths and possible changes they might make.</li> </ul>	GDS – Explain how they have strengtechniques they selected to use.	gthened their structure and the
Evaluate  LO: To evaluate their finished product based on design criteria.  DT Skills: Evaluate their products as they are developed, identifying strengths and possible changes they might make.  - Evaluate against their design criteria.  -Talk about their ideas, saying what they like and dislike about them.	Recap the product criteria agreed previously and evaluate final products using criteria. Children to evaluate what went well and how the product could be improved.  ARE/GDS – Evaluation sheet used to evaluate final product against design criteria. What went well? How strong/stable is it? What did you find difficult? What would you change about your final product?  WTS – Star rating to evaluate structures against given design criteria. Provide a score out of 10.	
Working towards	End of unit assessment Working at Age related expectations	Working at a greater depth