Subject: Technology	Year group: Year 2	Topic: Materials –	Initiation &
Prior knowledge required: Children sa	Ifely use and explore a variety of materials, tools and techniques,	Vocabulary:	activation
experimenting with colour, design, te	xture, form and function.		activities:
Programme of Study Years 1 and 2	Implementation:	Impact –lesson	Evaluations and
		sequence:	assessments:
When designing and making, pupils	Textiles		
should be taught to:	<ul> <li>Can they measure textile?</li> </ul>		
Design	<ul> <li>Can they join textiles together to make something?</li> </ul>		
<ul> <li>design purposeful,</li> </ul>	Can they cut textiles?		
functional, appealing	<ul> <li>Can they explain why they chose a certain textile?</li> </ul>		
products for themselves and	Developing, planning and communicating ideas		
other users based on design	<ul> <li>Can they think of ideas and plan what to do next?</li> </ul>		
criteria	<ul> <li>Can they choose the best tools and materials? Can they give a</li> </ul>		
<ul> <li>generate, develop, model</li> </ul>	reason why these are best?		
and communicate their ideas	<ul> <li>Can they describe their design by using pictures, diagrams, models</li> </ul>		
through talking, drawing,	and words?		
templates, mock-ups and,	Working with tools, equipment, materials and components to make		
where appropriate,	quality products		
information and	<ul> <li>Can they join things (materials/ components) together in different</li> </ul>		
communication technology	ways?		
Make	Evaluating processes and products		
<ul> <li>select from and use a range</li> </ul>	<ul> <li>Can they explain what went well with their work?</li> </ul>		
of tools and equipment to	<ul> <li>If they did it again, can they explain what they would improve?</li> </ul>		
perform practical tasks, (or			
example, cutting, shaping,			
joining and finishing)			
select from and use a wide			
range of materials and			
components, including			
construction materials,			
textiles and ingredients,			
according to their			
characteristics			
Evaluate			
explore and evaluate a range			
of existing products			
evaluate their ideas and			
products against design			

criteria		
Technical knowledge		
<ul> <li>build structures, exploring</li> </ul>		
how they can be made		
stronger, stiffer and more		
stable		
<ul> <li>explore and use</li> </ul>		
mechanisms, (for example		
levers, sliders, wheels and		
axles), in their products.		
Food technology		
<ul> <li>use the basic principles of a</li> </ul>		
healthy and varied diet to		
prepare dishes		
<ul> <li>understand where food</li> </ul>		
comes from.		

Developing, planning and communicating ideas

Working with tools, equipment, materials and components to make quality products

Evaluating processes and products