



Year 2	Topic Title – Dips and Dippers		Key Vocabulary
<p>National Curriculum Objectives:</p> <p>Design design purposeful, functional, appealing products for themselves and other users based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>Make select from and use a range of tools and equipment to perform practical tasks [for 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</p> <p>Evaluate explore and evaluate a range of existing products evaluate their ideas and products against design criteria Technical knowledge build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p>	<p>To know what the five senses are and how they can be used when exploring food.</p> <p>Know the difference between fruit and vegetables</p> <p>Taste a range of dips and dippers</p> <p>Name a wide variety of fruit and vegetables</p> <p>Know where different fruit and vegetables come from</p> <p>Market research fruit and vegetables</p> <p>Design a questionnaire for a class in Upper KS2 to decipher their favourite dips and dippers e.g. Carrot sticks and hummus</p> <p>Using the survey, design a healthy snack for children in Upper KS2 using a variety of skills i.e. chopping, peeling, cutting and grating.</p> <p>Work safely and hygienically by using knives correctly, washing surfaces, washing hands and knowing that we need to keep the work area tidy.</p> <p>Measure and weigh food items e.g. 1 tablespoon of hummus per child.</p> <p>Set up a healthy snack shack to sell their healthy snack to an UKS2 class.</p> <p>Evaluate product with a final questionnaire from the children who bought the healthy snack.</p>		<p>Design</p> <p>Make</p> <p>Evaluate</p> <p>Fruit</p> <p>Vegetables</p> <p>Dips and dippers</p> <p>Research</p> <p>Questionnaire</p> <p>Favourite</p> <p>Survey</p> <p>Healthy snack</p> <p>5 senses</p> <p>Chopping</p> <p>Cutting</p> <p>Grating</p> <p>Peeling</p> <p>Measure</p>
<p>Possible Community Links</p>	<p>Previous Learning Experiences:</p>	<p>Future learning experiences:</p>	
	<p>They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	<p>Year 3 – Healthy Sandwiches Year 5 – Healthy pizzas</p>	



Year 2	Topic Title – Vehicles	Key Vocabulary
<p>National Curriculum Objectives:</p> <p>Design § design purposeful, functional, appealing products for themselves and other users based on design criteria § generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</p> <p>Make § select from and use a range of tools and equipment to perform practical tasks [for 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</p> <p>Evaluate § explore and evaluate a range of existing products § evaluate their ideas and products against design criteria Technical knowledge § build structures, exploring how they can be made stronger, stiffer and more stable § explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</p>	<p>Know a variety of British Car Manufacturers i.e. Aston Martin, Bentley, Rolls Royce etc.</p> <p>Know how long it takes to build a car from the design process to the sale.</p> <p>Know and label the main parts of a car i.e. wheels, chassis and axle</p> <p>Use construction kits to make vehicles which contain free running wheels.</p> <p>Design their own car or space buggy linked to space topic.</p> <p>Use a range of materials to create a prototype e.g. card, paper, straws, glue, tape, rolls of paper to create tubes.</p> <p>Design a final product</p> <p>Use a range of materials to create a final design using dowels, tubes, cotton reels, pool noodles.</p> <p>Present finished vehicles to an audience (Q&A)</p> <p>Evaluate final product and test it using a ramp and a variety of surfaces.</p>	<p>Design</p> <p>Make</p> <p>Evaluate</p> <p>Car Manufacturers:</p> <p>Aston Martin</p> <p>Bentley</p> <p>Rolls Royce</p> <p>Build</p> <p>Wheels</p> <p>Chassis</p> <p>Axle</p> <p>Present</p> <p>Vehicles</p> <p>Product</p> <p>Surfaces</p> <p>Ramp</p> <p>Construction</p> <p>Speed</p> <p>Free running</p>
Possible community links	Previous learning experiences:	Future learning experiences:
<p>Local Car Dealerships</p> <p>Local Garages</p> <p>Go Kart Track (Wigan/Ormskirk)</p>	<p>They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	<p>Year 4 and Year 6 - structures</p>