

Year 2		Subject DT	
Autumn – Castle with Pulleys and Sliders		Spring – Aquarium with sliding track And 3D effect	
		Summer – Fruit Kebabs	
<p>Key Skills:</p> <ul style="list-style-type: none"> · Generate ideas by drawing on their own and other people's experiences · Develop their design ideas through discussion, observation, drawing and modelling · Begin to select tools and materials; use vocab' to name and describe them · Measure, cut and fold using a ruler 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 		<p>Key Skills</p> <ul style="list-style-type: none"> · Choose and use appropriate finishing techniques · Evaluate their ideas by talking about them. · Cut, shape and join fabric to make a simple garment. <p>Use basic sewing techniques</p>	
<p>Key questions: How can we protect our castle from being attacked?</p>		<p>Key questions: How can we make a deep sea aquarium for our 'weird fish' to live in? How can we get a 'moving effect' in our aquarium?</p>	
<p>Learning and Activities</p> <ul style="list-style-type: none"> • Chn will look at different designs of castles and their defences. What equipment, materials and tools will we need? • Chn make mock ups of opening shutters and a simple drawbridge and/or portcullis winding mechanism. • Chn will design their castle and choose which parts will move. • Chn make the castle with a partner and add the moving parts. • Chn will show and explain their work to others. • Chn will evaluate their work. 		<p>Learning and Activities</p> <ul style="list-style-type: none"> • Chn will design their own 'weird fish' in art. • Chn will cut their design out x2 in coloured felt, sew it together, stuff it and decorate it to create a 3D model. • Chn will design a 3D aquarium in a box as a habitat for their 'weird fish'. • Chn will design a track along the top of the aquarium for a moving part (it could be the weird fish or lighter parts eg. dangling seaweed), and or sliders to make things 'hide behind' or 'appear from' rocks. • Chn will make their aquarium. 	
		<p>Key Skills</p> <ul style="list-style-type: none"> · Identify a purpose for what they intend to design and make · Identify simple design criteria · Make simple drawings and label parts · Evaluate against their design criteria 	
		<p>Key questions: What is a healthy snack? What would be easy to hold and eat outside? (after May Day or Sports Day)</p>	
		<p>Learning and Activities</p> <ul style="list-style-type: none"> • Chn will look at a variety of healthy snacks, particularly those designed to help quench your thirst after exercise. • Chn will take part in a survey of favourite fruits. • Chn will look at what fruits can be easily cut and put onto a skewer (straw or 'safe' wooden stick); too firm or too soft? • Chn will design their fruit kebab based on their findings and seasonal fruit availability. • Chn will make their fruit kebab. • Chn will eat it (after appropriate activity) and evaluate it. 	

	<ul style="list-style-type: none"> • Chn will demonstrate and show how their aquarium works. • Chn will evaluate their work. 	
Extension and Enrichment Opportunities		
Chn will visit Arundel Castle during the half term and observe the portcullis mechanism, drawbridge and other defences as part of their visit. They will have learnt through the workshop on the visit how a castle historically prepared for an attack.	Chn will have researched different sea creatures in English lessons using the text 'Weird Fish'.	Chn will have looked at healthy eating and what parts of plants that we can eat in Science lessons.