

Year 2: Summer

Our Learning Leaves Curriculum – DT

	Required prior knowledge	Knowledge to be explicitly taught	How knowledge will be built upon
Substantive knowledge	<p>Construction To roll is to turn something into a ball by wrapping it or shaping it between your hands. (Y1 Spr)</p> <p>A coil is something that has been wound into circles. (Y1 Spr)</p> <p>Mechanisms are the parts that make something work. (Y2 Aut)</p> <p>Sliders and levers are mechanisms that make things move. (Y2 Aut)</p> <p>Sliders help things move up and down and left and right. (Y2 Aut)</p> <p>Joining is putting two or more things together. (Y2 Aut)</p>	<p>Construction Mechanisms are the parts that make something work.</p> <p>Wheels are mechanisms. They are circular objects, connected at the centre to a bar and are used for making things move.</p> <p>The first bathing machine was made from wood and canvas. The machines were used to conceal bathers when changing.</p> <p>To use a glue gun safely you need to keep your hands away from the hot glue and make sure no one trips over the cable.</p> <p>Textiles A template is a hard material that helps you to cut out your material in the correct shape and size.</p> <p>People Benjamin Beale created the awning attached to the rear of the bathing machine, so that people had more privacy.</p>	<p>Construction Moving parts need to be joined accurately in order to work. (Y3 Spr)</p>
Disciplinary knowledge	<p>Construction I can use cutting, rolling and coiling to create a habitat in a shoebox with moving parts. (Y1 Spr)</p> <p>I can use a slider to make something move up and down. (Y2 Aut)</p> <p>I can cut and join different materials together to create a Tudor house. (Y2 Aut)</p>	<p>Construction I can use tools safely to make a bathing machine, by joining different materials together.</p> <p>I can use wheels to make my bathing machine move.</p> <p>Textiles I can use a template and a running stitch to create a puppet in the style of Punch and Judy.</p>	<p>Construction I can make a pop up book where the moving parts are joined accurately. (Y3 Spr)</p>
Key Drivers	<p>Culture and Diversity - which helps pupils to develop enquiring minds about the wider world. Designers and architects from different countries, genders and periods of time are focused on within DT. Designers/Architects/Inventors: Benjamin Beale, United Kingdom</p> <p>Environment and Community - which helps to instil in our pupils a respect for our environment and for our local and wider communities. Children are taught how to use different materials without creating waste and damage for the environment. Recycled materials are also reused within DT and children regularly use old boxes and junk modelling within construction.</p> <p>Eco: free access to 'MAKEDO' kits and cardboard during choice and challenge.</p>		

Creative arts and physical development - which helps our pupils to express themselves and excel as holistic learners.

Children can use designing and constructing to present their knowledge in different ways across the curriculum.

Physical development: fine motor skills needed to join different pieces of a mechanism together, in order for it to work successfully. Fine motor skills are also needed to use a template and running stitch independently.

Learning to learn - which helps pupils to concentrate and focus and build resilience as learners.

Across the curriculum: History – how seashores have changed over time and different constructions that have been used (e.g. the bathing machine).