

Design & Technology- Substantive Knowledge Map

Unit	Year 2	Vocabulary	Retrieval Opportunities
Textiles Templates and joining techniques	Fabric Placemat (Binca- sew in patterns) <ul style="list-style-type: none"> - design purposeful, functional, appealing products for themselves and other users based on design criteria - generate, develop, model and communicate their ideas through talking, drawing and templates. - select from and use a range of tools and equipment to perform practical tasks - select from and use a wide range of materials and components, including textiles, according to their characteristics - explore and evaluate a range of existing products - evaluate their ideas and products against design criteria 	names of existing products, joining and finishing techniques, tools, fabrics and components, template, pattern pieces, mark out, join, decorate, finish, features, suitable, quality mock-up, design brief, design criteria, make, evaluate, user, purpose, function	Using rulers, pencils and scissors accurately- measuring to the nearest cm Homework and seasonal activities
Mechanisms Wheels and axles	Specific vehicle for a specific character <ul style="list-style-type: none"> - Design purposeful, functional, appealing products for themselves and other users based on design criteria - Generate, develop, model and communicate their ideas through discussion, annotated sketches and prototypes. - Select from tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] accurately. - Select from and use a wide range of materials and components, including construction materials, according to their characteristics - Explore and evaluate a range of existing products - Evaluate their ideas and products against design criteria - Explore and use mechanisms [for example levers, sliders, wheels and axles], in their products. 	vehicle, wheel, axle, axle holder, chassis, body, cab, assembling, cutting, joining, shaping, finishing, fixed, free, moving, mechanism names of tools, equipment and materials used design, make, evaluate, purpose, user, criteria, functional	
Food Preparing fruit and vegetables	Couscous dish <ul style="list-style-type: none"> - Use the basic principles of a healthy and varied diet to prepare dishes. - To understand where food comes from. - Design purposeful, functional, appealing products for themselves and other users based on design criteria. 	fruit and vegetable names, names of equipment and utensils sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard	

	<ul style="list-style-type: none"> - Select from and use a range of tools and equipment to perform practical tasks [for example cutting.] - Select from and use a wide range of materials and components, including ingredients, according to their characteristics. - Explore and evaluate a range of existing products. - Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. - Generate, develop, model and communicate their ideas through discussion and annotated sketches. - Investigate and analyse a range of existing products. - Evaluate their ideas and products against their own design criteria. 	<p>flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria</p>	
--	--	---	--