



Year 2 Design and Technology Detailed Coverage

Design	Objectives > KS1 8 Design purposeful, functional, appealing products for themselves and other users based on design criteria.	1	1				2
Design	Objectives > KS1 8 Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.	1	1				2
Make	Objectives > KS1 8 Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).	1	2		1		2
Make	Objectives > KS1 9 Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.	1	2	1	1	1	
Evaluate	Objectives > KS1 10 Explore and evaluate a range of existing products.		3			1	1
Evaluate	Objectives > KS1 7 Evaluate their ideas and products against design criteria.	1	1			1	1
Technical knowledge	Objectives > KS1 9 Build structures, exploring how they can be made stronger, stiffer and more stable.	2	1				
Technical knowledge	Objectives > KS1 6 Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.					4	
Cooking and nutrition	Objectives > KS1 4 Use the basic principles of a healthy and varied diet to prepare dishes.						2
Cooking and nutrition	Objectives > KS1 2 Understand where food comes from.						1
Aims and purpose	Objectives > KS1 LKS2 Breadth (optional) 3 Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.						1