



Design and technology Topic: Design and make a musical instrument

Year: 2 Term: Autumn 1

Key Knowledge/Content:

- I know that different mechanisms and levers produce different types of movement.
- I know that when I assemble a mechanism, I need to use the appropriate fasteners for the job. This might be a split pin, tape, string, or glue.
- I know that I can hide my mechanism on my chair by creating slots to hide the mechanism to make my product look appealing.

Links to:

Prior learning:

To design, make, and create a house. The children thought carefully about how they could make their product strong.

Future learning:

To design, make and evaluate a moving toy. The children will explore a simple mechanical system.

Key vocabulary with definition: Prior vocabulary:

- Fold To bend something.
- Measure- To look for a specific size and make markings.
- Strong- Having strength or power.
- Weak- Having little strength or power.
- Research To find something out.

New vocabulary:

- Experiment Allows one to find more opportunities to discover about a certain idea and various alternatives.
- Modify Make partial or minor changes to (something).
- Movement An act of moving.
- Audience A group of people who are spectators or listens to an event such as a play, concert or meeting.

By the end of this unit

All children can: Choose from a range of materials and explain why materials have been chosen. Most children can: demonstrate how to join materials and demonstrate how they test their product. Some children can: demonstrate and explain the likes, dislikes and how they can improve their product in the future.

Background understanding for teachers and parents:

The children are going to design, explore a range of sounds, make, and evaluate a musical instrument. The children need to think carefully about the materials they will need, how they are going to combine the materials and how they are going to test their final product.

Curriculum Driver (one):

Communication

Evidence outcome:

The children are going to communicate the different sounds they can hear, discuss the objects they need and how they can create a sound.