



Design and Technology Topic: Landmark

Year: 2 **Term:** Spring 1

Key Knowledge/Content:

- Know the user of their product.
- Identify components of a product.
- Use a template effectively.
- Use a range of techniques.
- Join materials together.

Key vocabulary with definition:

Prior vocabulary:

- Plan – To draw something.
- Make – To combine materials to make a product.
- Decorate – To add detail to a product.
- Join – To combine materials together.
- Design- To draw something and think about the materials and resources.
- Evaluate – To discuss likes, dislikes and improvements

New vocabulary:

- User – A person who uses something.
- Purpose - The reason for which something is done or created
- Components – Parts of something.
- Template - A pattern used as a guide for cutting or drawing.
- Technique - A particular method of doing an activity, usually involves practical skills.

Links to:

Prior learning:

To design a product and name and explain characteristics of materials and were able to make products.

Future learning:

To learn about a famous artist called Andrea Mantegna and create a landscape.

By the end of this unit

All children can: recognise the user and purpose of the products that they are creating.

Most children can: demonstrate how to use templates effectively and **use** a range of techniques when making products.

Some children can: demonstrate and **explain** how some techniques are better than other techniques.

Background understanding for teachers and parents:

The children will be designing a product with a purpose whilst thinking about the users. The children will be learning a range of new techniques by using tools and materials to add detail. The children will be identifying components and their functions.

Curriculum Driver (one):

Knowledge of the World

Evidence outcome:

To know what a landmark and look closely at human and physical features.