

Knowledge organiser Nursery – Year 2		Subject: Design Technology		
Aspect	Nursery	Reception	Year 1	Year 2
Design	<p>Talk about what they are going to make and begin to talk about who it is for (people in own experience)</p> <p>Discuss with an adult a step by step plan for making</p>	<p>Talk about what they are going to make and who it is for</p> <p>Discuss a step by step plan for making</p> <p>Begin to draw representations of what their design will look like</p>	<p>Understand what a product is and who it is for (abstract audience)</p> <p>Discuss and record on adult provided scaffolds a step by step plan for making</p> <p>Make templates for designs</p>	<p>Adapt designs based on the target audience or brief (i.e. making a recipe healthier and more nutritious)</p> <p>Record in own format a step by step plan for making</p> <p>Make templates for design and record any adaptations needed to fulfil the design brief</p>
Make	<p>Combine a range of materials</p> <p>Choose materials based on their properties and children's likes and dislikes</p> <p>Create models using a variety of 2D and 3D materials</p>	<p>Combine materials to achieve a planned effect</p> <p>Choose materials based on their properties and children's likes and dislikes or a character's needs</p> <p>Create models using a variety of 2D and 3D materials and talk about why they have used those particular materials</p>	<p>Selecting fabrics and materials to sew.</p> <p>Use running and cross stitch to join fabrics together e.g. weaving Kente cloth</p> <p>Create a moving picture and choose the most suitable mechanism and materials to reflect their design</p> <p>Investigate different cutting techniques – including fringing and tabs</p>	<p>Create models of wolves using a range of tools and equipment; cutting, shaping, joining using a variety of techniques including slip, grooves and cross hatching</p> <p>Experiment with a range of different stitches including back and blanket stitch</p> <p>Select ingredients to make a healthy meal using the main food groups</p> <p>Select materials to create a replica of a hot air balloon and discuss why these materials were selected</p>

Evaluate	Know different joining methods including hole punch and staple	Talk about what they like about the product they have made using more advanced vocabulary	Express an opinion about a product they have made and an existing product Evaluate their product against their original design criteria	Express an opinion about a product they have made and how they could make it better Express an opinion about an existing product and suggest adaptations that could improve the product Give constructive feedback about other people's products Evaluate their product against their original design criteria
Technical Knowledge	Use different joining methods including glue, sellotape, masking tape and staples	Use and know different joining methods including hole punch, treasury tags and staples.	Use pivots, pulleys and winding mechanisms to create a trap to catch a goldilocks Explain why that mechanism is most suitable for that product Explore how to make structures more stable when making a home. Use and know different joining methods such as flange, tab, slit slot and split pins.	Use wheels and axels to create replicas of London transport such as buses, taxis and bicycles Explore how to make structures stiffer and stronger. Use and know different joining methods including pinning and safety pins