

## Year 2

### Design & Technology

#### Age Related Expectations

##### Design

Design purposeful, functional, appealing products for themselves and other users based on design criteria.

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

##### Make

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

##### Evaluate

Explore and evaluate a range of existing products.

Evaluate their ideas and products against design criteria.

##### Technical Knowledge

Build structures, exploring how they can be made stronger, stiffer and more stable.

Explore and use mechanisms [for example, levers, sliders, wheels and axles] in their products.

##### Cooking & Nutrition

Use the basic principles of a healthy and varied diet to prepare dishes.

Understand where food comes from.