Year 2 Spring			
Design NC LOs	**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 and Nutrition:** • use the basic principles of a healthy and varied diet to prepare dishes understand where food comes from.		
Topic	Ice World	Knowledge organiser	1.7 Axels and Wheels
Concepts	Practical Knowledge, Technical Knowledge, Design Inspiration, Design Process	Resources	wooden rods, wooden discs, clothes pegs, card, glue
Vocabulary	attach, chassis, automatically, fluency, inspiration, purpose, user		
Unit Development	Lesson 1: Axels and Wheels (finger fluency) (pg. 116-118) LO: To develop technical knowledge. LO: To understand the features of axels ad wheels.		
	Lesson 2: Axels and Wheels Guided Design and Design Inspiration (pg. 121-124) LO: To develop and communicate ideas by talking and drawing.		
	Lesson 3 : Axels and Wheels Guided Design (pg. 127) LO: To select appropriate materials fit for purpose. LO: To create a product with axels and wheels.		
	Lesson 4: Axels and Wheels Guided Design (pg. 130) LO: To evaluate their products against their design and consider improvements.		