



### Evaluate

Evaluate and assess existing products and those that he/she has made using design criteria.

### Technical Knowledge

Investigate different techniques for stiffening a variety of materials and explore different methods of enabling structures to remain stable.

Explore and use mechanisms e.g. levers, sliders, wheels and axles, in his/her products.

### Design

Design purposeful, functional, appealing products for himself/herself and other users based on design criteria.

Generate, develop, model and communicate his/her 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.

## End of Year 2

## Checkpoints

## Design Technology

### Cooking and Nutrition

Understand the need for a variety of food in diet.

Understand that all food has to be farmed, grown or caught.

Use wider range of cookery techniques to prepare food safely.