



# Linked learning theme: Full Steam Ahead

Spring 1 - Year 2

## DT – Train that moves

### Prior knowledge

In Year 1, children have built structures for a purpose. They have thought about how to make their product appealing and functional. This is the first time children will be making a moving product using mechanisms.

### Core knowledge

- Mock-ups and prototypes can be used to see what a product might look like and help to adapt the design before the item is made.
- Products must be functional and appealing.
- Wheels and axels can make a train model move.
- Different tools help us to do different jobs.

### Key skills

- 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
- 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
- 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
- Explore and evaluate a range of existing products

<b>Vocabulary</b>	turn	thin	engine/ carriage
design	forwards/	move	glue
plan	backwards	strength	cut
evaluate	cut	product	stick
bend	build	train	rotate
join	thick		

### Learning Outcomes

- I can explore existing products and how they have been made.
- I can use drawings to record ideas and add notes.
- I can select materials from the range available according to their characteristics.
- I can discuss how closely my product meets the design criteria.
- I can explore and use mechanisms in my products.

