



The Willows Primary School

Subject Overview - Year 1&2 - DT MECHANISMS

Use understanding of mechanisms to create moving fish

Term	Theme Title
Autumn 1	Ocean Adventures

Knowledge and Skills Coverage
<ul style="list-style-type: none"> • Design products for others and themselves that are purposeful, functional and appealing • Generate, develop, model and communicate ideas through talking, drawing, templates and ICT • Explore and use mechanisms • Select from and use a wide range of materials and components according to their characteristics • Select from and use a wide range of tools and equipment to perform practical tasks • Evaluate own ideas and designs against given design criteria • Explore and evaluate a range of existing products

Prior Knowledge	Reception Oh, I Do Like To Be Beside The Seaside Year 1 Guess Who Year 1 Far, Far Away
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Cultural Capital Opportunities	
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Key Knowledge	Questions to measure impact
<ul style="list-style-type: none"> • Show a diorama of underwater scenes • Discuss how to make fish move in diorama (so they are not static) • Explore using a range of different components (eg levers, spools, string) to make fish move • Design the diorama, against the design criteria give • Create the diorama and evaluate this against design criteria 	

Key Vocabulary for Year 2	Topic Specific Vocabulary
healthy nutrition cooking evaluate design	gear design moving component

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<p>balanced varied prepare grown reared processed stabilise communicate gear components functional experiment pulley appealing represent movement purpose</p>	<p>join movement purposeful diorama lever evaluate appealing functional make discuss static</p>
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<p>Recommended Reading</p>	
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<p>Links to future learning</p>	<p>Year 2 No Place Like Home Year 3 Biome In A Box Year 4 Building Britain Year 5 Magical Mystery Tour Year 6 Abracadabra! Year 6 Full Steam Ahead!</p>
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