



## Y2 Design Technology

### Learning Objectives

*Items in red are essential learning targets*

DT 1	Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups <b>and, where appropriate, information and communication technology.</b>
DT 2	Design purposeful, functional, appealing products for themselves and other users <b>based on design criteria.</b>
DT 3	<b>Select from</b> and apply the use of a range of tools and equipment to perform practical tasks.
DT 4	<b>Select from</b> and apply the use of a wide range of materials and components, including construction materials, textiles and ingredients, <b>according to their characteristics.</b>
DT 5	<b>Evaluate</b> a range of existing products.
DT 6	Evaluate their products <b>and ideas against design criteria.</b>
DT 8	Build structures, <b>exploring how they can be made stronger, stiffer and more stable.</b>
DT 9	<b>Can use mechanisms in their products.</b>
DT 10	Use the basic principles of a <b>healthy</b> and varied diet to prepare dishes.
DT 11	<b>Understand where food comes from.</b>