

# Learning Organiser: Textiles

Year Two



## Vocabulary

template  
process  
felt  
yarn  
fleece  
puppet  
features  
criteria



### What do we know?

\* Know that Designers and Makers develop and communicate ideas by talking, drawing and using IT.

\* Know how to assemble, join and combine materials.

\* Know why you are making your products and who they are for.

### Big Ideas

Function

Texture



### Writing Opportunity/ies

Instruction Writing/stall  
design posters/signs/price  
tags/labels



2. Explore a range of puppets. Make a finger puppet.



3. Make a sock puppet. Practice finishing techniques.

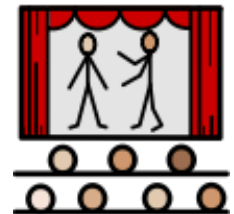
4. Agree puppet design criteria. Design a hand puppet. Make a template.



5. Use template to cut felt, sew to join and add features to finish. Evaluate-does your puppet satisfy the design criteria?

6. How else is felt used? Make a felted pebble.

7. Make a felted Christmas tree decoration for the Christmas Fayre.



### Forever Facts



Know that Designers and Makers use design criteria to develop ideas.



Know how to measure, mark out, cut and shape materials and components.



Know why felt is used to make a range of existing products including puppets.

### Where will it go?

#### Showcase

Gifts for purchase at the Christmas Fayre

# Learning Organiser: **Cooking**

Year Two



## Vocabulary

cuisine  
global  
taste  
season  
flavour  
origin  
**innovation**  
**design**



### What do we know?

\*Know that chefs use the basic principles for a healthy and varied diet to prepare dishes.

\*Know how to select from and use a widening range of ingredients and utensils.

\*Know why different food comes from different places (link to geography)



2. All Around the World Food experiences-map where the children have been and what they have eaten...



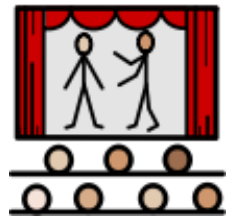
3. All Around the World Taste Test: Sample and evaluate a range of foods from all around the world. Do we know any global cuisine experts? Invite them in to demonstrate how they prepare dishes.

4. Plan your global foods class feast. What will you eat, what do you need, who else will you invite?



5. Work with Mel in the hall to make curry for school dinners. What ingredients did you use?

6. Prepare and enjoy your class global foods feast! What was your favourite part? Why? How did you season and flavour your dishes?



### Forever Facts



Know that you can base new ideas for cooking on prior experience.



Know how to measure, prepare and combine ingredients.



Know why it is important to know where food comes from and what ingredients are in it.

### Big Ideas

Innovation

Design



### Writing Opportunity/ies

### Where will it go?

#### **Showcase**

School Dinners: Curry

Class meal: All Around the World Feast

# Learning Organiser: 3D Products Year Two



## Vocabulary

attach  
axle  
bearing  
rotate  
vehicle  
chassis  
mechanism  
manufacture



### What do we know?

- \* Know that you can fold paper and card to build 3D structures and make parts that move.
- \* Know how structures can be made stronger, stiffer and more stable.
- \* Know why paper products are used in packaging design.



2. How many ways can we attach cardboard? Explore making different joins such as split pins, tabs, slots and brace with tape.



3. Share design criteria 'to design and make a vehicle with wheels and axles'. Explore construction resources such as mobilo to make vehicles. What parts did you need to make it move?

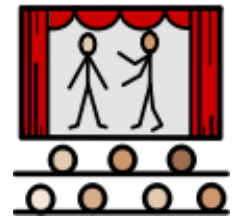


4. How are vehicles designed? Research the history of vehicle design. Which was the first ever car made? How has vehicle design and production changed through time?

5. Design your vehicle including a chassis, wheels and axles. Label and annotate your diagram.

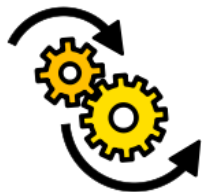
6. Build your vehicle ensuring parts are securely attached and the wheels can move.

7. Evaluate your vehicle against the design criteria. Does it work? Are all parts securely joined?



## Big Ideas

Function



Design



## Forever Facts



Know that vehicle manufacturers select from and use a range of tools and equipment.



Know how to explore and use mechanisms (wheels and axels) to make products.



Know why it is important to evaluate products against design criteria.

## Writing Opportunity/ies

Labelled vehicle design, evaluation (against design criteria)

## Where will it go?

### Showcase

Vehicle with moving wheels/axle. Class vehicle race. Which vehicle won? Why?