### Welton Primary School—DT Knowledge Organiser

# Year: 2

#### Construction



DT

# STON PRIMAPLY CE

Vocabulary:	
Function	How a product works in respect of its purpose.
User	Who a product is designed for.
Purpose	The point behind a product—e.g. to look pleasing, or fulfil a function.
Axle	An axle is a rod that runs through a hole in the wheel.
Evaluate	Make judgements within and of the process and product.
Design	To plan and make decisions about something that is being built or created.
Design criteria	The precise goals that a project must achieve in order to be suc- cessful.
Investigate	To try to find out the facts about a product e.g. who/what/why was the product designed and created.
Plan	A set of actions or drawing that has been thought of as a way to achieve a product.
Measure	To find out the size, extent, or amount of . You should measure materials before cutting.

## Design Brief:

In the Victorian period children, much like today, enjoyed playing with a variety of toys and games. Most of the toys played with by the poor children of England were homemade ones. They might make dolls from clothes pegs, adding a face, creating a little dress out of scraps of fabric and maybe adding hair made from wool, or whittle some wood into toy soldiers.

You are challenged to create a pull along toy for a child, based on a Victorian child's toy. You will need to design, create, and evaluate your creation utilising the skills you will learn throughout the project.

# **STAR Evaluation:** How to make sliders Method 1 $\mathbf{\overline{0}}$ Make a single hole then cut two slits. Tape the character to the end of the card slider then push it through the slits to move it along from left to right. $\mathbf{\overline{0}}$ $\bigcirc$