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