

Year 2 Design and Technology Knowledge Organiser

Key Knowledge

A mechanism is a device used to create movement in a product and wheels and axles are examples of this.

Wheels are circular objects that roll on the ground helping vehicles and other objects to easily move.

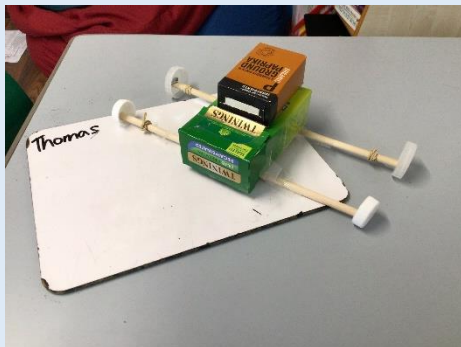
Axles are rods that help wheels to rotate. The wheel can either rotate freely on the axle or be attached to (and turn with) the axle.

Children will consider what they will make their axle from. They will need to be strong enough to hold the wheels and fit freely in the axle holder. Axles could be made from dowels or paper stitch.

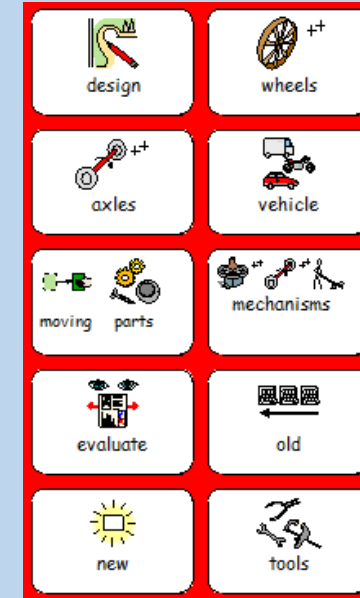
Wheels could be fixed to the axle and need to be firmly attached

Wheels could be free and will need a stopper to prevent them from falling off.

Wheels could be made from wood, card, MDF, plastic. Some materials such as plastic allow the wheels to move more freely on surfaces.



Key Vocabulary



Key skills

- Explore initial ideas using drawings and mock-ups.
- Use tools for different purposes: cutting, sticking, curling, bending, joining etc.
- Select and use a range of materials and components, such as paper, card, plastic and wood according to their characteristics.
- Build structures by selecting appropriate materials and investigating ways to strengthen them.
- Evaluate their ideas throughout the process and review their products against original criteria.

