



St James & St John Church of England Primary School

Design Technology Weekly Progression 2025-2026



Y2	Unit of Work	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Autumn 2	STRUCTURES: A CHAIR FOR A BEAR	To explore the concept and features of structures and the stability of different shapes. (Identify natural and man-made structures, understand what is meant by stability and can identify when a structure is more or less stable than another, know that shapes and structures with wide, flat bases or legs are the most stable).	To explore strength in different structures. (Understand that the shape of the structure affects its strength, know the meaning of the words strength, stiffness and stability, know there are different ways paper can be folded to improve its strength and stiffness, build a strong and stiff structure by folding paper, test the strength of a structure).	To make a structure according to design criteria. (Remember that chairs are structures and need to be strong, stiff and stable, know how to create joints and structures from paper/card and tape).	To produce a finished structure and evaluate its strength, stiffness and stability. (Know that the chair I design for Baby Bear needs to: support Teddy; be strong, stiff and stable, know how to create joints and structures, evaluate own structure according to the design criteria).			
Spring 2	MECHANISMS: MOVING MONSTER	To look at objects and understand how they move. (Understand that mechanisms are a collection of moving parts that work together in a machine, know that there is always an input and output in a mechanism, identify mechanisms in everyday objects, understand that a lever is something that turns on a pivot, understand that a linkage is a system of levers that are connected by pivots, devise whole-class design criteria for what our moving monster should do).	To look at objects and understand how they move. (Understand that mechanisms are a collection of moving parts that work together in a machine, know that there is always an input and output in a mechanism, identify mechanisms in everyday objects, understand that a lever is something that turns on a pivot, understand that a linkage is a system of levers that are connected by pivots, devise whole-class design criteria for what our moving monster should do).	To explore different design options. (Understand that linkages use levers and pivots to create motion, consider own points to add to the class Design Criteria, draw two moving monster designs that meet all points of the Design Criteria, design includes the linkage they will use to make the monster move)	To make a moving monster. (Know how to make linkages by connecting levers and pivots, know that materials can be selected according to their characteristics, design and make the features of a monster, evaluate how functional own monster is and whether it meets the Design Criteria).			
Summer 2	TEXTILES: POUCHES	To sew a running stitch. I can thread a needle. I can sew a running stitch. I can use neat and evenly spaced stitches to join fabric.	To sew a running stitch. I can remember how to use a template. I can cut fabric neatly. I can pin fabric accurately. I can design a pouch.	To join fabrics using a running stitch. I can sew neat, even stitches. I tie a knot at either end of the thread. I can design decorations for my product.	To decorate a pouch using fabric glue or stitching. I can join items using fabric glue or stitching. I can decorate fabric using different items. I can evaluate my own designs.			

