

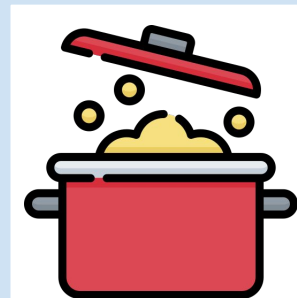
Year 2 Design and Technology (DT)

Autumn 2

Vehicles

Lesson 1 of 6

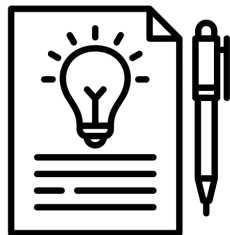
Week Beginning:



To think like a designer, we are developing skills in...

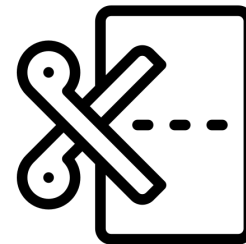
Design

We can develop and create our own ideas.



Make

We can use a range of tools and equipment to make our ideas.



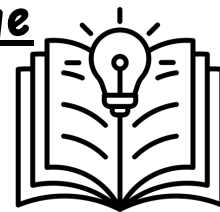
Evaluate

We can reflect on our ideas to see how to improve and refine in the future.



Technical Knowledge

We can use key terms within our work, when describing processes and evaluating.



Purpose of the project:

We will be creating a glove puppet for someone of your choice.

We will be researching different types of puppets to inform our designs.



Year 2 Design and Technology Knowledge Organiser: Puppets



The focus of the unit is: Textiles



decorate

To add detail (such as beads, buttons or sequins) to a design to improve how a product looks.



fabric

The materials used to make a product e.g. wool, felt and cotton.



sewing

To attach or join fabrics together by pinning or tying.



finger puppet

A small toy that can be moved by putting your finger inside.



glue

A sticky liquid used to join things together.



puppet

A toy that can be moved by putting your hand inside.

Look at these puppet examples.



Hand/glove puppet



Sock puppet

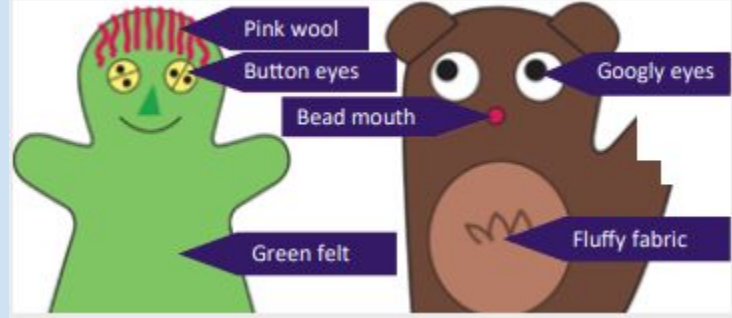


Finger puppet



Stick puppet

What will we need for our puppets?



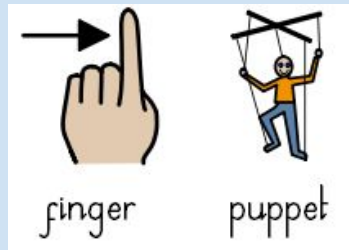
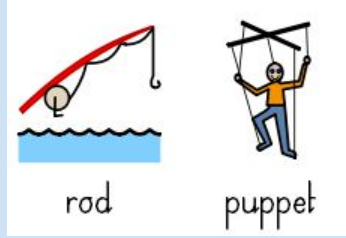
What colour fabric will you choose? What kind of hair, eyes, nose and mouth will your puppet have?

TEXTILES

You will use a variety of techniques to create a puppet including cutting, gluing, sewing and pinning.



Key Vocabulary:



Lesson Slides:

Summary Slide: