



Subject- Design and Technology



Threshold Concepts and Milestones

Threshold Concept		Year 2	Content
<p>Master practical skills This concept involves developing the skills needed to make high quality products (we have highlighted a range of skills but they may be added to or changed)</p>	<p>Construction</p>	<ul style="list-style-type: none"> • Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. 	<p>During the Lego project, the majority of skills will be based on gross and fine motor skills involved in building Lego models, the design process and taking inspiration from design throughout history</p> <p>The other practical skills will be covered during Construction Challenges through the year. One will need to be done each term and be done as colour team competitions, character curriculum or DT afternoons. These will follow the same process but focus more on the practical skills in a confined time frame.</p> <p>Example Construction Challenges: Building the tallest tower from recycled materials. Creating a working windmill for our garden.</p>
<p>Design, make, evaluate and improve This concept involves developing the process of design thinking and seeing design as a process.</p>		<ul style="list-style-type: none"> • From research design products that have a clear purpose and an intended user. • Make products, refining the design as work progresses. 	<p>Problem: Lego want to create a new Nature theme to sell in their shops.</p> <p>Design brief: Design an innovative Lego model based around the theme of nature that Lego could sell in their shops.</p> <p>Investigate Lego models, how they are designed, made and produced. Understand the use of the Lego Ideas website. Learn about the people who have seen their Lego models come to life. Look at</p>

		<ul style="list-style-type: none"> • Evaluate using testing and user feedback. 	<p>models already created around the theme of nature. Take inspiration from the world around us and the work of the Create term. As a team, design an innovative Lego model based around nature. Respond to feedback and make changes based on the feedback. Make their creation collaboratively. Evaluate their creation, make changes and adapt to feedback. Prepare their model and display for exhibition. Take feedback from peers and adults at the exhibition. Prepare model idea to send to Lego Ideas. Write a persuasive argument about why Lego should make their idea.</p>
<p>Take inspiration from design throughout history This concept involves appreciating the design process that has influenced the products we use in everyday life.</p>		<ul style="list-style-type: none"> • Explore objects and designs to identify likes and dislikes of the designs. • Suggest improvements to existing designs. • Explore how products have been created. 	<p>Ole Kirk Christiansen - Lego inventor.</p> <p>Use the Lego Story: https://www.youtube.com/watch?v=NdDU_BBJW9Y to explore how Lego was invented. Discuss the changes of toys through time, the need for Lego and how it became popular. Explore a range of products and suggest improvements. Examine which Lego products have been popular, which have been discontinued and the reasons why.</p> <p>Personal response to Lego products, examine likes and dislikes. Discuss what makes a good build and why children/adults may enjoy them.</p> <p>Explore the Lego Ideas website. Watch interviews and discussions with the inventors behind the Lego Ideas that were created.</p>