

## DT – Unit Planning

Year 2	Summer 2	Pulleys-Boat lift
Challenge: To design, construct and use a working pulley system linked to Anderton Boat Lift.		
Curriculum links: History – Local History.		

Examples	Crane, well, Anderton Boat Lift
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Steps	Key Vocabulary	Skills / Techniques
Learn about pulleys through powerpoint and youtube videos. Look for examples in the room-pointing out the features. Look at working example=ABL.	Investigate, lever, lift, load.	Spotting design features and recognising uses of design.
Pupils create initial pulley designs based on a brief.	Design, improve, develop, features.	Developing ideas through initial designs.
Pupils create annotated final design	Scale, label	To develop and improve design.
Pupils to practice sketching parts for their chosen design e.g. boat and lift.	Layers, thickness, scale.	To develop and improve design through sketching.
All the paint background using art skills (colour mixing).	Colour mixing	To develop and improve design through sketching.
Pupils to make their pulley toy.	Cut, glue, balance, design criteria, shape, lift.	Using suitable construction kits. Suggesting next steps/improvements.
Pupils to complete an evaluation of their toy. Did they meet the specification? What do they like, what would they improve?	Purpose, suitable, ideas, material, construct, improve.	Evaluation of product, reviewing success.