



Knowledge Organiser

Year 2/3 (DT)

Structures - Photo Frames

"Sticky Knowledge"

- A structure is something built to support or hold something up.
- A wide base helps make a structure more stable.
- Designs should show: shape, materials, how parts are joined



Step 1 – Research

Identify a selection of frames. Observe what they have been made from and how environmentally friendly the materials are. Evaluate the products on design, appearance and use.



Step 4 – Make

Use design criteria whilst making. Measure, mark, cut and shape materials and components accurately. Join, assemble and combine materials accurately. Demonstrate problem solving skills when encountering a mistake or practical problem.



Step 2 – Design Criteria

Describe the purpose of your product. Generate innovative ideas that take into account availability of resources. Explain how your product will meet the design criteria.



Step 5 – Evaluate

Use design criteria to evaluate product- identifying both strengths and areas for development. Consider the views of others, including intended user, whilst evaluating product.

Step 3 – Plan

Share and discuss ideas with others. Record a step by step plan for making. Produce lists for the tools, equipment and materials used. Choose materials to use based on suitability of their properties and aesthetic qualities. Represent ideas in diagrams and annotated sketches.

Unit Overview

Children will:

- Generate ideas for a strong and stable structure.
- Draw and label designs.
- Identify materials and shapes to use.
- Build a structure using simple materials.
- Test how strong and stable the structure is.

Key Vocabulary

Structure	Something that is built from different parts joined together.
Frame	The main supporting part of a structure that holds it together.
Material	What something is made from, such as wood, card, plastic, or metal.
Measure	To find out the size, length, or amount of something.
Cut	To divide or shape a material using scissors or another tool.
Join	To connect two or more pieces together.
Strength	How strong something is and how much weight or force it can hold.
Stability	How well something stays balanced and does not fall over.
Shape	The outline or form of an object, such as a circle, square, or triangle.
Decoration	Something added to make an object look more attractive.
Symmetry	When both sides of something look the same.
Prototype	A first model or example made to test an idea.
Design	A plan or idea for how something will look or work.
Evaluate	To think about how well something has been made and how it could be improved.