



Summer 1

Lostwithiel Primary School

Year Two
Oak Tree Class

Bug Hotel

DT Knowledge Organiser

Prior Learning:

In Year 1 children will have learnt how to measure and cut soft materials with increasing accuracy. They will have learnt how to make products according to a design criteria.

Key DT knowledge and skills:

- Know the success criteria for a bug hotel; a strong, stable frame; different textures, natural materials and safe spaces for insects to hide.
- Know the difference between natural and man made materials and identify these within the School environment.
- Investigate existing products and evaluate their success.
- Design a bug hotel considering the design criteria and materials available.
- Create mock-ups using paper and thinking about the order in which the hotel is constructed.
- Know how to construct a frame by measuring and cutting wood safely using a saw.
- Know how to join wood together safely using nails and a hammer to form a strong structure.
- Know how to safely use a hand held drill to add holes to pieces of wood.
- Evaluate their product against the design criteria as well as how often it is visited by mini-beasts.



Key DT Vocabulary		General Terms and Cross Curricular Vocabulary	
strong	Will not easily break or collapse - will hold its shape.	natural materials	A material made from plants, animals or the ground. Not humanly made.
stable	Firmly fixed - not likely to topple.	measure	To find out how long, short, heavy, light, full or empty something is.
structure	Something made of several parts fixed together.	frame	A rigid structure that surrounds something.
construct	To build something.	circle	A 2D shape without corners.
cut	To split something into several pieces.	rectangle	A 2D shape that has four sides, corners and two sets of parallel lines.
join	To link pieces together.	hexagon	A 2D six sided shape.

DT Outcome	Cross Curricular Links
Design Criteria: design a bug hotel that will stand or hang; that is sturdy enough to last; that uses natural materials in its construction and creates more than one habitat space.	Science - Identify and name a variety of plants and animals in their habitats, including micro-habitats. Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. Maths - measuring accurately in cm.

Linked documents: Class Overview, DT Whole School Progression document and Class Medium Term Planning.