

Year 2 – Lesson Plan 1 – D.T.

Can You Design a Toy That Moves?

Aim: To design and make a simple moving toy using wheels and axles.	Key Words: • design • wheel • axle • movement • vehicle	Preparation: • Cardboard boxes, straws, wooden skewers or dowels, plastic bottle tops or card circles (for wheels) • Masking tape, scissors, glue • Templates for vehicle bodies (optional) • Example moving toys or images of toy cars/trucks
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Prior Learning: Children will have explored different types of vehicles and how wheels help things move.

WC / PT	Warm-up: Show a toy with moving wheels. Ask: <i>What helps it move? How do the wheels stay on?</i> Look at pictures of different wheeled toys or vehicles.	0-5 mins
WC	Main Teach: Demonstrate how to make a simple chassis using a cardboard box, axles (e.g. wooden sticks), and wheels. Show how to make sure wheels spin freely and evenly.	5-10 mins
I / S	Activity: Children design and build their own toy with wheels. They can decorate it to look like a car, truck, animal, or imaginative vehicle. Encourage testing and improving.	10-30 mins
I	Extension Challenge: Children create a ramp and test how far their toy can travel. Record results.	30-35 mins
WC	Plenary: Share some of the toys. Ask: <i>What did you do to make your toy move well? What would you change next time?</i>	35-40 mins

WC – Whole Class

PT – Partner Talk

I – Independent

S – Support

Challenge A	Write a short story or advert for your moving toy.
Challenge B	Investigate real-world vehicles and compare how they move differently (e.g. bike, car, train).