

Design & Technology

“Design and Technology is the inspiring, rigorous and practical subject which prepares all young people to live and work in the designed and made world.” – Design and technology Association 2014

Design and technology is about providing opportunities for students to develop their capability, combining their designing and making skills with knowledge and understanding in order to create quality products. Using creativity and imagination, children design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Through our delivery of the Design and technology curriculum we aim to ensure that all children:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.
- Critique, evaluate and test their ideas and products and the work of others.
- Understand and apply the principles of nutrition and learn how to cook.

We use the scheme of work which has been designed by The Design and Technology Association. Below is an outline of the program which shows the topic children will be learning each term.



	Autumn	Spring	Summer
Year 1	Mechanisms Sliders and levers	Structures Freestanding Structures	Food Preparing fruit and vegetables (including cooking and nutrition requirements for KS1)
Year 2	Mechanisms Wheels and axles	Food Preparing fruit and vegetables (including cooking and nutrition requirements for KS1)	Textiles Templates and joining techniques
Year 3	Structures Shell structures (including computer aided design)	Food Healthy and varied diet (including cooking and nutrition requirements for KS2)	Textiles 2D shape to 3D product
Year 4	Mechanical Systems Leavers and linkages	Electrical Systems Simple circuits and switches (including programming and control)	Food Healthy and varied diet (including cooking and nutrition requirements for KS2)
Year 5	Structures Frame structures	Food Celebrating culture and seasonality (including cooking and nutrition requirements for KS1)	Electrical Systems More complex switches and circuits (including programming and control)
Year 6	Textiles Combining different fabric shapes (including computer –aided design)	Mechanical Systems Pulleys or gears	Food Celebrating culture and seasonality (including cooking and nutrition requirements for KS1)

You can find out more about the design and technology program we use by visiting the Design and Technology Association website.

www.data.org.uk

