

# Design and Technology Curriculum Overview



<p><b>Aims</b> The national curriculum for design and technology aims to ensure that all pupils:</p> <ul style="list-style-type: none"> <li>develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world</li> <li>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</li> <li>critique, evaluate and test their ideas and products and the work of others</li> <li>understand and apply the principles of nutrition and learn how to cook.</li> </ul>	<p><b>Big Ideas</b> This is the <b>Evaluate, Design, Focused tasks, Make, Evaluate</b> cycle.</p> <ol style="list-style-type: none"> <li>Evaluate existing products.</li> <li>Developing, planning and communicating design ideas.</li> <li>Focused working with tools, equipment, materials and components</li> <li>Make products according to design criteria</li> <li>Evaluating processes and products</li> </ol>	<p><b>Content and Sequencing</b></p> <table border="0"> <tr> <td>EYFS</td> <td>YR In accordance to the ELG, children practise Moving and Handling, Exploring and Using Media and Materials, Being Imaginative</td> </tr> <tr> <td>KS1</td> <td>Y1 Moving pictures - sliders and levers; Free standing structures; Preparing fruit and vegetables snack.</td> </tr> <tr> <td>KS1</td> <td>Y2 Wheels and axels; Textiles – templates and joining; Preparing fruit and vegetables – sensational salad.</td> </tr> <tr> <td>KS2</td> <td>Y3 Healthy and varied food; Textiles – 2d shape to 3d product; Shell structure using CAD.</td> </tr> <tr> <td>KS2</td> <td>Y4 Mechanical systems – Levers and linkages; Electrical systems – simple circuits and switches; Electrical systems – Simple programming and control.</td> </tr> <tr> <td>KS2</td> <td>Y5 Framed Structures/Pulleys and Gears; Textiles – combining fabrics; Celebrating seasonality.</td> </tr> <tr> <td>KS2</td> <td>Y6 CAD – framed structures/prototype; Mechanism - CAMS</td> </tr> </table>		EYFS	YR In accordance to the ELG, children practise Moving and Handling, Exploring and Using Media and Materials, Being Imaginative	KS1	Y1 Moving pictures - sliders and levers; Free standing structures; Preparing fruit and vegetables snack.	KS1	Y2 Wheels and axels; Textiles – templates and joining; Preparing fruit and vegetables – sensational salad.	KS2	Y3 Healthy and varied food; Textiles – 2d shape to 3d product; Shell structure using CAD.	KS2	Y4 Mechanical systems – Levers and linkages; Electrical systems – simple circuits and switches; Electrical systems – Simple programming and control.	KS2	Y5 Framed Structures/Pulleys and Gears; Textiles – combining fabrics; Celebrating seasonality.	KS2	Y6 CAD – framed structures/prototype; Mechanism - CAMS
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<p><b>Links with other subjects</b> -Linked to various foundation subjects though curriculum content - DT helps to prepare children to be confident creative designers and problem solvers, equipped to utilise current and emerging technologies - a skill set much needed in the world of work and modern society in general.</p>	<p><b>Retrieval practice</b> <u>(at age appropriate points)</u></p>	<p><b>Progress</b> -Skills in each Year group build on the previous year’s learning. -Key language builds on previous year’s language. -Assessment of the progress in this subject is based on objects/products produced. -Where children find skills/activities difficult further support will be given. -Impact of the success of the curriculum will link to pupil surveys and products created.</p>	<p><b>Support and Challenge</b> - All pupils access the D&amp;T curriculum. -Where appropriate visual aids, small group/individual overlearning may be necessary.</p>														