



DESIGN & TECHNOLOGY CURRICULUM OVERVIEW

STATEMENT OF INTENT

At St William's we believe that design and technology should give our children the knowledge and skills to be the designers and innovators of the future, developing and enhancing God's world. Using an activity focused approach, children innovate design, make, and evaluate a variety of well-crafted products but not necessarily following a linear approach; tinkering, exploring and retrying are actively encouraged. Skills are taught progressively to ensure that children revisit and build upon previously learnt knowledge and skills. Evaluation is an integral part of the design process and allows children to adapt and improve their product. D&T is carefully woven through our whole school curriculum and links with other disciplines, particularly Maths, Science and Art. Cooking and nutrition feature annually as we believe that teaching pupils to cook is an important part of promoting health, wellbeing and wider life skills.

THE GOLDEN THREADS OF EYFS

EXPRESSIVE ARTS AND DESIGN

- *Join different materials and explore different textures*
- *Explore different materials freely, to develop their ideas about how to use them and what to make.*

CHRISTMAS BISCUITS

LARGE SCALE EASTER CARD

MODELS OF HOUSES

YEAR 1

KEY CONCEPT YEAR 1 - We are makers!

AUTUMN TERM	SPRING TERM	SUMMER TERM
ASPECT – COOKING AND NUTRITION Fruit Hedgehogs – Design and make their own creature selecting their preferred fruit.	ASPECT – TEXTILES Hand Puppets – Design and make a puppet.	ASPECT - STRUCTURES Play-park equipment- Following a trip to the park, design and make play-park equipment.

YEAR 2

KEY CONCEPT YEAR 2 – We are designers and makers!

AUTUMN TERM	SPRING TERM	SUMMER TERM
ASPECT - MECHANISMS (WHEELS & AXLES) Space Buggies – Design, make and evaluate space buggies using wheels and axles.	ASPECT - MECHANISMS (SLIDERS AND LEVERS) Nursery rhyme/traditional tale moving picture board – Make a moving picture board of a well-known traditional tale or nursery rhyme with sliders and levers.	ASPECT – COOKING AND NUTRITION Healthy fruity muffin - Design, make and evaluate using healthy fruits.

YEAR 3

KEY CONCEPT YEAR 3 – We are product designers!

AUTUMN TERM	SPRING TERM	SUMMER TERM
ASPECT – COOKING AND NUTRITION Pizzas – Design, make and evaluate a pizza.	ASPECT – TEXTILES Create a textile-based Easter/Spring Card.	ASPECT - MECHANISMS (LEVERS & LINKAGES) Italy Information Board – Use leavers, sliders and linkages to add interactive elements to an information board.

YEAR 4***KEY CONCEPT YEAR 4 – We are product designers!***

AUTUMN TERM	SPRING TERM	SUMMER TERM
<u>ASPECT – COOKING AND NUTRITION</u> Bread – Experiment with bread making. Compare bread from Anglo-Saxons times with bread of today.	<u>ASPECT - ELECTRICAL SYSTEMS – CIRCUITS & SWITCHES and STRUCTURES</u> 3D models - Design, make and evaluate an illuminated sign.	<u>ASPECT – TEXTILES</u> Bookmarks – Design and make a bookmark.

YEAR 5***KEY CONCEPT YEAR 5 - We are innovative and authentic designers***

AUTUMN TERM	SPRING TERM	SUMMER TERM
<u>ASPECT - TEXTILES</u> Slippers – Design and create a bag.	<u>ASPECT - STRUCTURES</u> Birdboxes – Design, make and evaluate a bird hide using a variety of materials.	<u>ASPECT – COOKING AND NUTRITION</u> Food Rationing – Investigate rationing and create meals using basic rations and traditional methods

YEAR 6***KEY CONCEPT YEAR 6 – We are innovative and authentic designers***

AUTUMN TERM	SPRING TERM	SUMMER TERM
<u>ASPECT – COOKING AND NUTRITION</u> Pasta – Research different types of pasta and make fresh ravioli.	<u>ASPECT - Structures/Mechanisms (pulleys) and Electrical Systems (NO CODING)</u> Design, make and evaluate a fairground pulleys and levers to make moveable mechanisms.	<u>ASPECT - MECHANISMS & ELECTRICAL SYSTEMS (CODING)</u> Design, make and evaluate a fairground using crumble to code and to make moveable mechanisms.