

Design Technology Curriculum over view

Design and technology develops children's skills and knowledge in design, structures, mechanisms, electrical control and a range of materials, including wood, card, textiles and food.

There are three core activities that children engage with in design and technology:

1. Activities which involve investigating and evaluating existing products.
2. Focused practical tasks in which children develop particular aspects of knowledge and skills.
3. Designing and making activities in which children design and make 'something' for 'somebody' for 'some purpose'.

Reception

These three activities are combined in sequence to create a design project. In Reception children will take part in various design projects that help to improve their fine and even gross motor skills. These include sewing, cooking, designing and making and building with various construction materials. Children are encouraged to plan ahead before creating their various masterpieces and to be creative with the resources that they use.



Keystage 1

In KS1 children focus more on designing and making products for someone or something to give their learning a purpose. In Year 1, children learn about the ways toys move and then make their own moving toy. Simple vehicles are created from card and wood in Year 2 which encourages children to learn techniques with cutting and joining these materials.



Keystage 2

In KS2 pupils are taught to design and make a variety of products using different materials in different contexts. These include using wood, textiles, electrical components and food. In Year 3 they look at pneumatics to make models move and in Year 4 they apply their electrical knowledge to create different fairground games linked to their topic. In Year 5 they refine their cutting and joining skills to create a vehicle designed for planetary exploration. Finally, in Year 6 they combine all of their skills learnt over both key stages to design and create a shelter suitable for WW2. Each Year 6 class have a day with an outside provider to create a programmable robots which builds on their skills developed in computing.



All year groups cover DT projects linked to savoury and healthy food, some of which look at food from various cultures. Different year groups have a short study unit which looks at different significant inventions since the industrial revolution.

Reception	
Year1	Flight
Year 2	Ships
Year 3	Bicycles
Year 4	Motorbikes
Year5	Trains
Year 6	Telephones