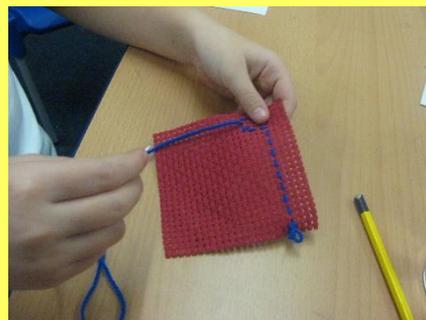


DESIGN TECHNOLOGY

Using creativity and imagination, pupils design and make products that solve real and relevant problems. Working with a variety of materials they develop a range of practical skills that are progressive and provide challenge for pupils. Our pupils are encouraged to design, make, evaluate and develop their technical knowledge.

National Curriculum Requirements.

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment].



All Saints' Curriculum overview.

	Food	Textiles	Construction	Mechanics	Exploring and Evaluating
Y1	Develop food vocabulary e.g. taste, smell, texture and feel. Cut peel, grate, chop. Group familiar foods e.g. fruit and vegetables. Take part in gardening – growing simple crops.	Use printing/ painting techniques on fabric. Use running stitches. Decorate fabric with sequins, buttons ribbons etc. Wool winding around simple shapes.	Mark out materials using a template. Roll paper to create tubes and curls. Make structures from a variety of materials e.g. Lego, junk models.	Use/ make simple pop ups. Use split pins. Use a hole punch.	Take part in deconstructing simple products. Evaluate their own designs against criteria through discussion and drawings/ labels.
Y2	Understand the need for a varied diet Measure and weight food in non-statutory units e.g. cups. Cut peel, grate, chop. Take part in gardening – growing simple crops.	Use fabric paints on textiles. Use running and over stitches. Decorate fabric with sequins, buttons ribbons etc. Simple paper weaving.	Use wood, dowel and a hacksaw. Explore how to make strong stable structures from a variety of materials.	Make a vehicle with an axel and free running wheels. Create card hinges.	Take part in deconstructing simple products. Evaluate their own designs against criteria through writing, drawing and discussion.
Y3	Analyse taste, texture, smell and appearance. Follow a recipe Weigh and measure ingredients. Cost recipes Grow seasonal crops. Understand food processing in context of the topic.	Join fabrics using running Stitch Add decorations to fabric work by gluing or sewing.	Mark and measure wood/ dowelling in centimetres. Use a glue gun. Create nets.	Cut slots Cut internal shapes Use and explore complex pop ups.	Investigate and analyse a range of existing products Evaluate their ideas and products against their own design criteria.
Y4	Analyse taste, texture, smell and appearance. Follow a recipe	Join fabrics using back stitch. Make a prototype e.g. using a J cloth.	Incorporate a bulb or a buzzer into a model. Explore ways of making structures more	Use pneumatics, hydraulics Make levers	Investigate and analyse a range of existing products Evaluate their ideas and

	<p>Weigh and measure ingredients. Cost recipes. Grow seasonal crops. Understand food processing in context of the topic.</p>	<p>Explore fastenings e.g. add buttons or loops. Make levers.</p>	<p>sturdy by adding diagonals.</p>		<p>products against their own design criteria.</p>
Y5	<p>Prepare food for a purpose, taste food and take into consideration sensory vocabulary. Cut and shape ingredients using appropriate tools. Show an awareness of a healthy diet. Cost recipes.</p>	<p>Use pattern pieces and a seam allowance Decorate textiles and join components. Pin and tack fabric pieces together.</p>	<p>Cut strips of wood/ dowel to millimetres. Build a framework using a range of materials Use a glue gun.</p>	<p>Use a cam to make a mechanism work. Cut slots. Use ICT control programmes.</p>	<p>Investigate and analyse a range of existing products. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. Understand how key events and individuals in design and technology have helped shape the world.</p>
Y6	<p>Prepare food taking into account properties of ingredients. Weigh and measure using scales. Combine food ingredients e.g. rubbing, grating. Cost recipes. Explore farming methods/ organic etc.</p>	<p>Join and decorate fabrics using different stitches e.g. back stitch/ blanket stitch and knitting</p>	<p>Use a bradawl to mark holes Use a hand drill Cut strips of wood/ dowel to millimetre accuracy. Use a craft knife and mat safely.</p>	<p>Use ICT control programmes. Use gears and pulleys.</p>	<p>Investigate and analyse a range of existing products. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. Understand how key events and individuals in design and technology have helped shape the world.</p>

