

DT Statement of Intent

“Design is not just what it looks like or feels like, design is how it works.”

Steve Jobs.

DT combines and explores individual creativity, imagination, planning, implementing and evaluating. It sets the foundation of transferable skills, knowledge and understanding through practical application and informs future aspirations and development. Through the DT curriculum, children should be inspired by engineers, designers, chefs and architects to enable them to create a range of structures, mechanisms, textiles, electrical systems and food products with a real-life purpose. DT is one of the few subjects that allows children to experience fundamental life skills in an enjoyable and unrestricting way.

Design Technology Curriculum Map

	Autumn Term	Spring Term	Summer Term
Nursery	<p>Malleable Materials</p> <p>Create a decoration Use tools to create a shape and communicate how they used their tool</p>	<p>Food Technology</p> <p>Taste food from different cultures, select an item for their product and communicate what they like about different foods</p>	<p>Textiles</p> <p>Explore the textures of materials Weave on a large scale</p>
Reception	<p>Malleable Materials</p> <p>Select a malleable material to make a product and talk about what they liked about their product.</p>	<p>Food Technology</p> <p>Describe different textures and tastes and select an item and make a product</p>	<p>Textiles</p> <p>Weave with recycled materials and talk about what they liked and disliked about their product and why</p>
Year 1	<p>Mechanisms</p> <p>Create moving models using levers and sliders</p>	<p>Structures</p> <p>Create a free standing structure to meet a brief</p>	<p>Food Technology</p> <p>Use a knife to prepare fruit and veg</p>
Year 2	<p>Mechanisms</p> <p>Select and use a range of tools and equipment to perform practical tasks</p>	<p>Textiles</p> <p>Select and use a range of materials to create a product using the running stitch</p>	<p>Food Technology</p> <p>Select and use wide range of ingredients and explain flavours/ health benefits</p>
Year 3	<p>Textiles</p> <p>Use two different types of stitching to create functional product</p>	<p>Structures</p> <p>CAD to create a design based on criteria Use a range of construction materials to form standing structure</p>	<p>Food Technology</p> <p>CAD to create food packaging Prepare and cook a product from own design (fruit crumble/ veg tart)</p>
Year 4	<p>Mechanisms</p> <p>Select and use a range of materials/ tools to perform practical tasks accurately Understand the use of mechanical systems in product</p>	<p>Electricity</p> <p>CAD to design product Select and use a range of materials/ tools to perform practical tasks accurately</p>	<p>Food Technology</p> <p>CAD to create food packaging Prepare and cook from own design (choc bars/ biscuits/ flapjacks)</p>
Year 5	<p>Textiles</p> <p>CAD to design project and consider main shapes required Use variety of stitches to join two pieces of fabric and add embellishments using a needle and thread</p>	<p>Structures</p> <p>Design structure considering tension and compression Measure and cut materials accurately and safely</p>	<p>Food Technology</p> <p>Compare two adapted recipes and identify/ understand healthier option CAD to create appealing packaging Write and follow step by step plan to make healthy meal</p>
Year 6	<p>Mechanisms</p> <p>CAD to create mechanical product Measure, mark and check the pieces required to make product accurately Include working mechanism and explain how it works</p>	<p>Electricity</p> <p>CAD to create electrical product Create working circuit and explore adding different components Explain function of electromagnetic motors</p>	<p>Food Technology</p> <p>CAD to create labelling and packaging Undertake market research survey to support design Design based on survey data Prepare a meal following recipe</p>