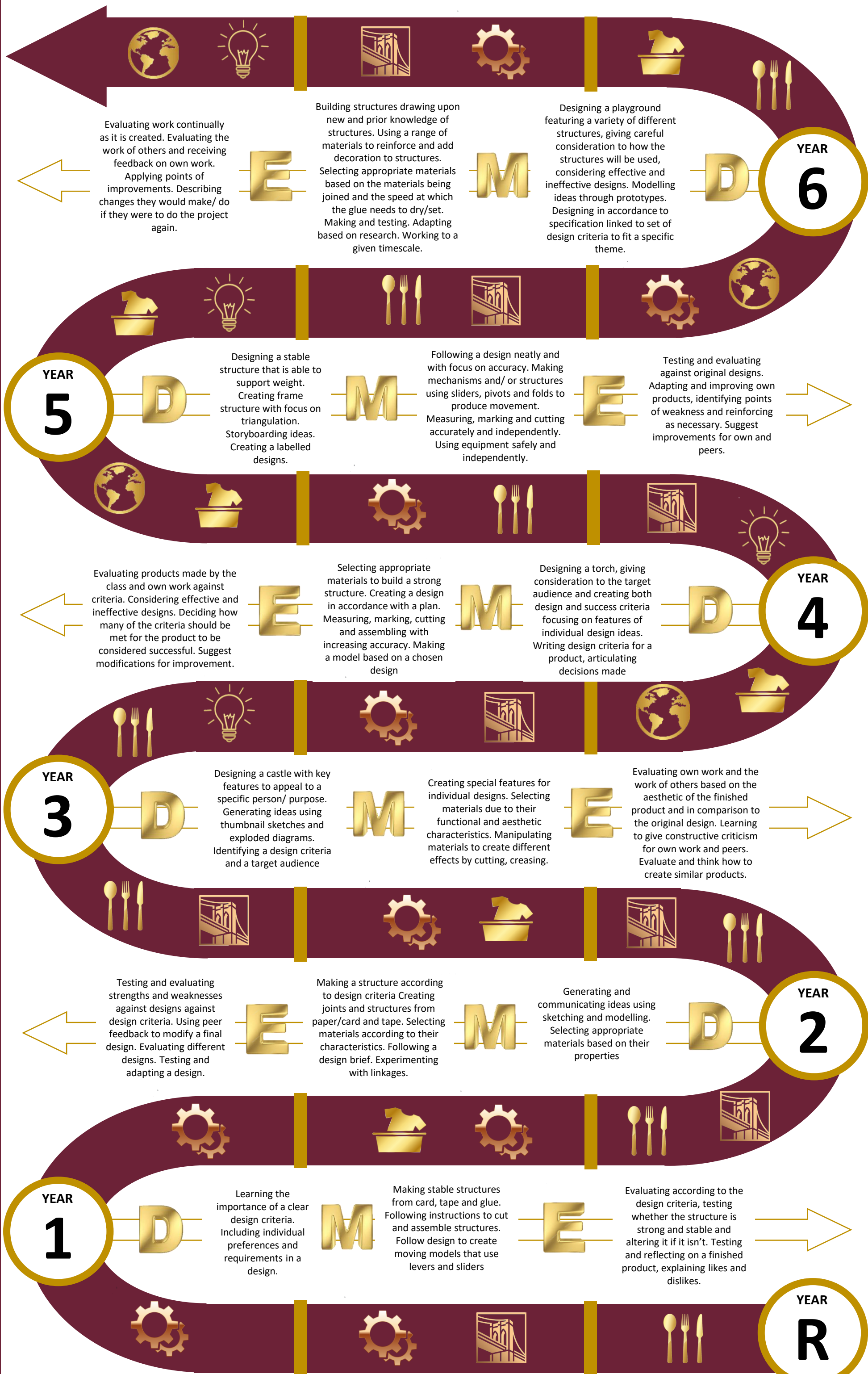




Design & Technology: we aim to

"There are three responses to a piece of design—yes, no and wow!"

- Milton Glaser



Design Technology Concepts Concept Domains



Cooking and nutrition
Where food comes from, balanced diet, preparation and cooking skills.



Mechanisms
Mimic natural movements using mechanisms such as cams, followers, levers and sliders.



Structures
Material functional and aesthetic properties, strength and stability, stiffen and reinforce structures.



Textiles
Fastening, sewing and decorative fabric techniques including cross stitch, blanket stitch and appliqué.



Electrical Systems
Functional series circuits, individual circuit components, circuit diagrams and electrical products



Digital World
Program products to monitor and control, develop designs with 2D and 3D CAD software.

Concept Disciplines



Design
Use, research and develop design criteria to inform design. Generate, develop, model and communicate ideas.



Make
Select from and use a wide range of tools and equipment to perform practical tasks, using a range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities



Evaluate
Investigate and analyse a range of existing products. Evaluate ideas and products against design criteria and consider how to improve our work. Understand how key events and individuals in design and technology have helped shape the world



Technical knowledge
Apply understanding of how to strengthen, stiffen and reinforce more complex structures. Understand and use mechanical and electrical systems in products.

Taught through the age appropriate expectations of the National Curriculum, using the Kapow Scheme of Work

Outcomes

- FSU**
- ✓ Apple tasting/cutting/softening
- ✓ Build a 3D rocket
- ✓ Make a boat
- ✓ Create a puppet/split pin skeleton
- Y1**
- ✓ Making a moving monster
- ✓ Make a puppet
- ✓ Make a moving vehicle
- ✓ Make a fruit smoothie
- ✓ Construct a windmill
- Y2**
- ✓ Design and make a wrap
- ✓ Make a moving monster
- ✓ Make a pouch
- ✓ Design a ferris wheel
- ✓ Make baby bears' chair
- Y3**
- ✓ Make a tart
- ✓ Build a castle
- ✓ Design and make a cushion
- ✓ Design and make an electrostatic game
- ✓ Design and make pneumatic toy
- ✓ Design/make eCharm pouch
- Y4**
- ✓ Build a frame structure
- ✓ Biscuit bake-off
- ✓ Design and make a book sleeve
- ✓ Design and make a torch
- ✓ Make a slingshot toy car
- ✓ Create a mindful moment timer
- Y5**
- ✓ Design, make and evaluate a pop up book
- ✓ Design and make a greetings card.
- ✓ Design, make and evaluate a stuffed toy.
- Y6**
- ✓ Come Dine With me meal
- ✓ Design and make a waistcoat
- ✓ Make an automata model
- ✓ Design and create a steady hand game
- ✓ Design and create a playground model
- ✓ Design and program a navigation tool

Careers and aspects

Y5/6 – Career development day. Exploring jobs in DT industry.
– Visit from toys buying manager at ASDA to test, sample and review toy products.
– Visit from product designer at WILKO to explore job role and design own product ideas.

Explore imaginatively different types of puppets. Create a 3D puppet

Use different tools and materials to make a 3D rocket. Say why they chose recourses.

Ask questions to find out about a skeleton and what it is used for.

Ask questions to find out about a skeleton and what it is used for.