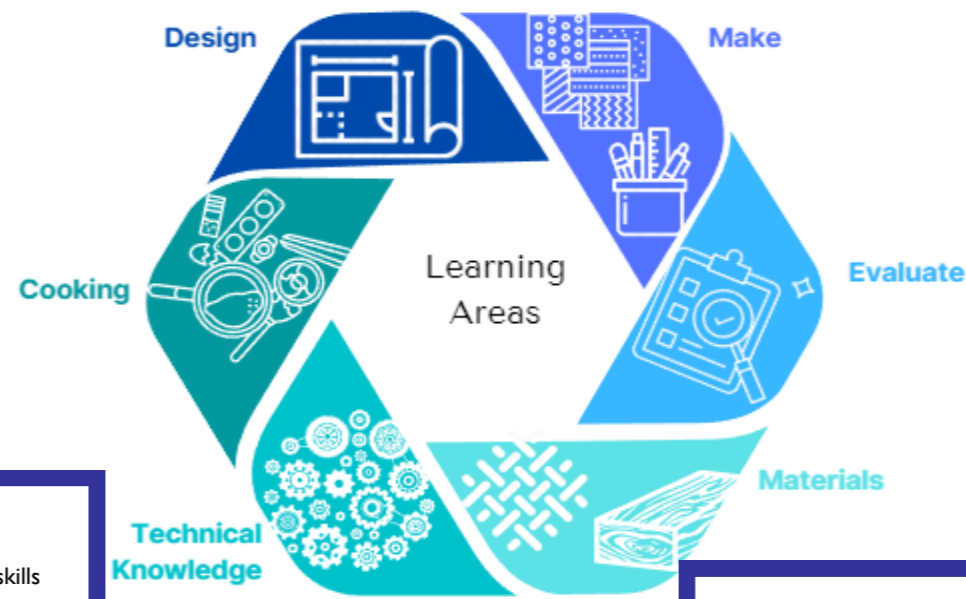




Our Curriculum

DESIGN AND TECHNOLOGY



“Design is everywhere. From the dress you're wearing to the smartphone you're holding ... It's design.”

- Samadara Ginige

EYFS
Early Learning Goal Links:

Explore, use and refine a variety of artistic effects to express their ideas and feelings
Return to and build on their previous learning, refining ideas and developing their ability to represent them
Create collaboratively sharing ideas, resources and skills

YEAR 1
Children will learn and strengthen the skills needed to create:

Autumn:
D&T: moving pictures; sliders and levers
Art: water colour portrait of Henry VIII

Spring:
D&T: wind sock; design a toy
Art: teddy bear sketching; wax resistant painting

Summer:
D&T: fruit salad
Art: painting inspired by Monet Waterlilies dot painting

YEAR 2
Children will learn and strengthen the skills needed to create:

Autumn:
Art: self portraits; repeated pattern collage

Spring:
D&T: fresh bread; a clay candlestick holder,
Art: silhouettes of London; still life sketches of plants

Summer:
D&T: an eat well plate; Cornish scones; a Punch and Judy puppet
Art: 3D lanterns and boats; watercolour paintings

INTENT

Children will use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs. They will be able to evaluate past and present design and technology; they will develop a critical understanding of its impact on daily life and the wider world. Children will be able to develop the creative, technical and practical expertise needed to perform everyday tasks confidently; participate successfully in an increasingly technological world; build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users; critique, evaluate and test their ideas and products, and understand and apply the principles of nutrition and cooking.

YEAR 3
Children will learn and strengthen the skills needed to create:

Autumn:
D&T: a candle holder made out of clay
Art: a polar calendar

Spring:
D&T: a leverage mechanism
Art: an Egyptian scarab beetle

Summer:
D&T: a balanced meal; salad
Art: houses with chalk relief



IMPLEMENTATION

Children are taught through projects linked to the learning themes, with a progression of skills ensured in, and across, year groups. All projects are structured within the areas of: Structures, Mechanisms, Electrical Systems, Textiles, Cooking and Nutrition. Each year group builds upon past skills with a series of creative and practical activities to solve a design brief around a product for a purpose and a user. When designing and making, the children are taught to: research, design, make and evaluate. All year groups' lesson plans are based upon the principle of research and evaluation at the core of a project.

YEAR 4
Children will learn and strengthen the skills needed to create:

Autumn:
D&T: design, make and evaluate a Viking Longboat
Art: 3D poppies; colour washes and sketching the Taj Mahal

Spring:
D&T: volcano structures
Art: charcoal Iron Man drawings and collages

Summer:
D&T: bird feeders using a variety of tools and techniques
Art: Norse patterns and Nordic designs and fielding.

IMPACT

Children will be able to demonstrate their understanding through evaluating their finished projects, with a focus on: how it was made, what technical skills were needed, how well the product fit the purpose, and any areas they would modify and why.

YEAR 5
Children will learn and strengthen the skills needed to create:

Autumn:
Art: wallpaper inspired by William Morris
D&T: design and make a chocolate bar and packaging

Spring:
Art: pop art/collage of Rosa Parks/Islamic tile printing
D&T: Batik design for African dress

Summer:
D&T: design a playground
Art: Islamic art; sea landscapes inspired by Turner

YEAR 6
Children will learn and strengthen the skills needed to create:

Autumn:
D&T: a candle holder made out of clay
Art: 3D poppies; wire sculptures

Spring:
D&T: a leverage mechanism
Art: a clay owl design

Summer:
D&T: a textile baby mobile
Art: watercolour and collages

