



# Design and Technology Curriculum

## Purpose of study

Design and Technology gives children the opportunity to develop skills, knowledge and understanding of designing and making functional products. It nurtures creativity and innovation through design, and by exploring the products of the world in which we all live and work. D. & T. develops children's skills and knowledge in design, structures, mechanisms, electrical control and a range of materials, including food. D.T. encourages children's creativity and encourages them to think about important issues.

## Aims

- Develop the creative, technical and practical expertise to perform everyday tasks confidently
- Build and apply a repertoire of knowledge, understand and skills to design and make high-quality products
- Critique, evaluate and test their ideas and products and the work of others.
- Understand and apply the principles of nutrition and learn how to cook.

Aspect	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Food	Preparing fruit and vegetables.		Healthy and varied diet.		Celebrating culture and seasonality.	
Textiles	Templates and joining techniques.		2D shape to 3D product.		Combing different fabric shapes.	
Mechanical Systems		Sliders and levers. Wheels and axles		Levers and linkages.		Pulleys and gears.
Electrical Systems			Simple circuits and switches.	More complex switches and circuits.		
Structures		Freestanding structures.		Shell structures.		Frame structures.