Design and Technology

*“Design creates culture. Culture shapes values. Values determine the future.” Robert L Peters.*

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others’ needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

*Aims*

* develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to 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 the work of others.
* understand and apply the principles of nutrition and learn how to cook.

*Long Term Plan*

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| **Year Group** | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| **Reception** | Junk Modelling | Seasonal Projects – Hibernation boxes | Cooking and Nutrition - Soup |  | Structures - boats |  |
| **Year 1** | Structures: Constructing windmills |  | Textiles: Puppets |  | Food: Fruit and vegetables |  |
| **Year 2** |  | Structures: Baby bear's chair | Mechanisms: Fairground wheel |  | Mechanisms: Making a moving monster |  |
| **Year 3** | Food: Eating seasonally |  | Digital world: Electronic charm |  | Structures: Constructing a castle |  |
| **Year 4** |  | Structure: Pavilions |  | Electrical systems: Torches |  | Mechanical systems: Making a slingshot car |
| **Year 5** | Electrical systems: Doodlers |  | Food: What could be healthier? |  | Mechanical systems: Making a pop-up book |  |
| **Year 6** |  | Textiles: Waistcoats |  | Structure: Playgrounds |  | Digital world: Navigating the world |