



Inspiring children to love learning and live in  
the light of Christ

## **Design and Technology Curriculum**

# Design and Technology

## Intent

Design and technology helps to prepare children for the developing world. It is our intent for the children to become creative problem-solvers, both as individuals and as part of a team.

Our aim is for the children to use their imagination and creativity to design and make a range of products, drawing on their mathematics, science, computing, and art knowledge.

In food technology lessons children will be given the opportunity to cook, understand the importance of nutrition and healthy eating as well as acquiring important life skills.

## Implementation

At St Mary's we have designed our curriculum which supports the national curriculum expectations and is designed to show development and progression of skills across the key stages.

Children will be given opportunities to work within the three principal areas of development:

- Investigative, disassembly and evaluative activities
- Focused Practical tasks
- Design and make assignments

The Key areas of learning focused upon throughout the curriculum are:

- Mechanisms
- Electrical systems
- Cooking
- Textiles
- Digital world
- Nutrition

Through these key areas the children have opportunities to create, explore, apply and problem solve.

Each unit of lessons includes teaching aids and visual instruction for pupils, to support both the teaching of skills and techniques, as well as pupils learning. We aim to deliver lessons of a high standard and ensure pupil progression.

## Curriculum Overview and Skills Progression

Please see our separate Progression documents



### St Mary's Catholic Primary School

### Design & Technology Curriculum Overview Y1-Y6 2022-2023

YEAR 1			YEAR 2					
Autumn	Spring	Summer	Autumn	Spring	Summer			
<b>In the Toy Box</b>	<b>Superheroes</b>	<b>Towers &amp; Turrets</b>	<b>Incredible India</b>	<b>The Big Smoke</b>	<b>Seaside Explorers</b>			
Bridge for the Billy Goats	Fruit Salad	Drawbridge for a model castle	Fruit smoothie	Replica Tudor house	Sock puppet			
<b>Structures</b>	<b>Cooking &amp; Nutrition</b>	<b>Mechanisms</b>	<b>Cooking &amp; Nutrition</b>	<b>Structures</b>	<b>Textiles</b>			
YEAR 3			YEAR 4/5			YEAR 5/6		
Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer
<b>Roman Rule</b>	<b>Awesome Earth</b>	<b>Saxon Settlers</b>	<b>Field to Fork</b>	<b>Tomb Raiders</b>	<b>Source to Sea</b>	<b>Stars &amp; Stripes</b>	<b>Full Steam Ahead!</b>	<b>Pollution Solution</b>
Pizza	Earthquake-proof building	Drawstring bag	Pasty	Storage jar	Pulley bridge	Bridge across American river	Scone	Upcycled t-shirt
<b>Cooking &amp; Nutrition</b>	<b>Structures</b>	<b>Textiles</b>	<b>Cooking &amp; Nutrition</b>	<b>Structures</b>	<b>Mechanisms</b>	<b>Structures</b>	<b>Cooking &amp; Nutrition</b>	<b>Textiles</b>

## Impact

Our pupils should leave primary school equipped with a range of techniques and the confidence and creativity to form a solid foundation for further learning at Key Stage Three and beyond.

The expected impact is that children will:

- Understand purpose in design and making.
- Develop imaginative thinking.
- Talk about the mechanics of objects/products and model their ideas.
- Develop problem solving skills.
- Develop, refine, and apply skills.
- Be able think critically about their own and others work.