

Design and Technology Curriculum

We follow the National Curriculum as set out below to ensure consistency, support children to progress well and be ready for the next stage of their education and inform them how to develop design and technology skills. We aim to provide a high-quality design and technology education which gives children the opportunity to use their creative and imaginative skills to design, make and evaluate products which solve real and relevant problems, and also provides technical knowledge. Skills in designing, making and evaluating will be key.

The coverage below allows our family of schools to work collaboratively. Each school can plan and deliver each unit in their own way using resources of their choice. Beyond the content outlined below, each school has the flexibility to plan and deliver their own units of work.

Key Stage One

Children across our primary schools will be given opportunities to build skills and knowledge in structures (buildings and bridges), mechanisms (including how axels, levers and pulleys work) and food (origins, classification and preparing). In KS1, children will communicate their designs through talking, drawing, templates and models.

Lower Key Stage Two

Children across our primary schools will be given further opportunities to learn about mechanical and electrical systems, different types of structures (shell structures) and opportunities to use technology to support the design and making process, as well as developing understanding of food including celebrating food origins, and waste. Furthermore, developing different skills such as chop, mash, peel.

Upper Key Stage Two

Children across our primary schools be given extended opportunities to learn food packaging, textiles, reinforced structures / architecture, and extended mechanisms including gears and pulleys, levers, and linkages. In KS2, they will further develop their designs by creating different sketches, such as cross-sectional, annotated sketches, and computer aided design.

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