



Curriculum

Subject Overview



**Design
Technology**





Wise Owl Trust

Design & Technology Subject Overview

Intent

At the Wise Owl Trust we value and are committed to the teaching of Design and Technology to give children the skills to design, create and problem solve. Our Design and Technology curriculum is designed to encourage pupils to learn to think and intervene creatively to solve problems both as individuals and as members of a team. We proactively explain, demonstrate and enforce the health, hygiene and safety aspects involved in food preparation and tool use so that the children carry these forward in their lives. To ensure maximum progression and repeated coverage of knowledge, vocabulary and skills, we build upon areas of knowledge to embed this into the long term memory. Staff plan a structure and sequence of lessons using our Design Technology scheme of work. This coherently planned sequence of lessons ensures children develop a clear understanding of the knowledge, vocabulary and skills required to meet the aims of the national curriculum. All teaching of Design and Technology follows the investigate, design, make and evaluate cycle and the stages are given equal weight. Starting in the Early Years, each of the stages are rooted in technical knowledge and vocabulary.

The Design and Technology curriculum will contribute to children's personal development in creativity, independence, judgement and self-reflection. This will be seen in them being able to talk confidently about their work, and sharing their work with others. Progress will be shown through outcomes and through the important record of the process leading to them.

EYFS Design & Technology

At the Wise Owl Trust, our EYFS children will have regular opportunities to make sense of the 'made world' in which they live. By making, changing and modifying (or designing) things for themselves, children can come not simply to a greater understanding of their world, but to a sense of agency - of being able to change and modify their environment. Design and technology enables children to gain knowledge and understanding of their world.

Design & Technology National Curriculum

The national curriculum for design and technology aims to ensure that all pupils:

- 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.



Wise Owl Trust

Design & Technology Subject Overview

EYFS	<p>By the end of the Early Years Foundation Stage, pupils can;</p> <ul style="list-style-type: none"> - Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function. - Share their creations, explaining the processes they have used. - Make use of props and materials when role playing characters in narratives and stories. <p>Pupils are well prepared for their next stage of learning, as they move onto Year 1 and beyond.</p>		
	Autumn	Spring	Summer
Year 1	Mechanisms: Sliders and Levers	Food: Preparing fruit and vegetables	Mechanisms: Wheels and axles
Year 2	Structures: Freestanding structures	Textiles: Templates and joining techniques	Textiles: Templates and joining techniques
Year 3	Textiles: 2d to 3d product	Structures: Shell structures	Mechanical Systems: Levers and linkages
Year 4		Food: Healthy and Varied Diet (Making a healthy wrap)	Electrical Systems: Simple circuits and switches
Year 5	Mechanical Systems: Pulleys and gears	Textiles: Combining Different fabric shapes	Food: Celebrating culture and seasonality
Year 6	Electrical Systems: More complex switches and circuits		Structures: Frame structures