



Design it. • Make it. • Improve it.

OUR GOLDEN THREADS



MECHANISMS AND MOVEMENT

Understanding how things move and using mechanisms to create movement in purposeful products.



TEXTILES

Exploring and using textile materials and techniques to design and make functional and decorative products.



FOOD

Preparing and cooking a variety of foods, understanding nutrition and making healthy choices.



STRUCTURES

Designing and building strong, stable structures for a range of purposes and users.

NATIONAL CURRICULUM STATEMENTS KEY STAGE 1

Pupils should be taught to:

YEAR 1

FRUIT KEBABS



Cooking and Nutrition

STRONG HOUSES



Structures

WHEELS AND AXLES



Mechanisms and Movement

CASTLE BANQUET



Cooking and Nutrition

YEAR 2

VICTORIAN PURSE



Textiles

BEACH HUT BUILDERS



Structures

DESIGN

design purposeful, functional and appealing products for themselves and other users based on design criteria

generate, develop, model and communicate ideas through talking, drawing, templates, mock-ups and ICT

MAKE

select from and use a range of tools and equipment to perform practical tasks (cutting, shaping, joining and finishing)

select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

EVALUATE

explore and evaluate a range of existing products

evaluate their ideas and products against design criteria

TECHNICAL KNOWLEDGE

build structures, exploring how they can be made stronger, stiffer and more stable

explore and use mechanisms (for example, levers, sliders, wheels and axles) in their products



COOKING AND NUTRITION

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from

Our Design and Technology curriculum inspires creativity, builds practical skills and encourages children to become confident designers and makers. We learn by doing, reflect on our work and strive to improve our ideas and products.

