

KS1 Design & Technology (Subject Content) – Annually

Personal success for every pupil in a happy, stimulating and caring environment.

Pupils use creativity and imagination to design and make products that solve problems and explore needs, wants and values. Design and technology draws on disciplines from across the curriculum, including maths, science, computing and art; links are made with engineering and cookery. Pupils evaluate their work and develop a critical understanding of the importance of effective design and technology in the modern world.

Older pupils, usually Y5/6, take part in STEM (Science, Technology, Engineering and Maths) presentations, usually with other pupils from neighbouring schools.

Medium term planning identifies differentiation across year groups.

Years	Autumn	Spring	Summer
A & B Design & Technology	<p>Use knowledge of colour wheel (art) to design, make and evaluate a Christmas decoration for a Christmas Tree.</p> <p>Evaluate existing commercial designs (groups); suggest improvements to existing designs. Y2 evaluate Y1 decoration.</p> <p>Identify effective criteria; draw the design (refining as necessary) and create a template (cutting paper).</p> <p>Transfer the design (using template) to strong cardboard or other suitable material, as identified in medium term planning (science). Discuss the importance of strength.</p> <p>Evaluate decoration against identified design criteria and commercial designs. Would you buy the decoration for your tree?</p>	<p>Design and prepare a gift: biscuits, cupcake or sweets, eg fudge, for Mothers Day. Design a personalised container for the product.</p> <p>Evaluate existing commercial products (groups); identify effective criteria for gift and container (strength), including the role of occasional treats in a balanced diet (science).</p> <p>Identify a suitable recipe and follow instructions (English); measure quantities accurately (maths). If necessary, check cooking times (maths).</p> <p>Evaluate existing containers for cakes/sweets. Select an appropriate material for container (science). Design a template: net (maths), for the container. Create product and evaluate, as autumn.</p>	<p>Design, make and evaluate a vehicle with wheels and axles, linked to history/geography/English study, eg: train, car, fairy tale carriage.</p> <p>Evaluate existing commercial designs: photographs and scaled toys (groups); Y2 review previous year's design. Discuss why designs are effective (materials and forces: science; decoration: art). Can the designs be improved? Materials and decoration: colours and logos.</p> <p>Design a toy vehicle, identifying appropriate materials (stability and strength).</p> <p>Construct toy vehicle. Test product (stability, strength).</p> <p>Evaluate decoration against identified design criteria and commercial designs. Would you buy your toy?</p>

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