



Subject Overview

Design and Technology						
Vision for DT		Key concepts		Content and Sequencing		
Design and Technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems, within a variety of contexts, considering their own and others' needs, wants and values.		design data functionality innovation	nutrition evaluation	technology	Learning is sequenced so that knowledge is built upon each year e.g. In Year 2 looking at wheels and axles, then in Year 4 looking at levers and linkages up to Year 6 where the children look at pulleys and gears. This is just for mechanical systems. You also have food, textiles, electrical systems and structures.	
Curriculum Drivers						
Aspirational	Outward Looking	Conceptual	Experience Led	Language Rich	Enquiry Based	
Design technology allows children to develop skills that are otherwise unexplored in an academic environment. We teach them how these skills can link to future jobs of being a designer. It gives them an insight into how things around them work and builds the confidence of interacting with more practical elements of daily life.	Design Technology is all around us and is the backbone of advancement in modern civilisation. It is required for the buildings we inhabit to the bridges we cross. We teach our children about the diversity of design and technology and the implementation of these new ideas and how they change peoples' lives.	Our children will use the ideas of others and the problems and challenges of today to inspire the design solutions of tomorrow. They will think outside the box as there will be no limitations in the process of the concept. Although they understand that materials and funds are limited, their ideas are not.	A true designer experiments. They discover 1000 ways not to do something before they discover the one way it can be solved. They use the knowledge of previous experiences guide their decisions for new endeavours and know that everything is subject to change – but they are adaptable.	The quality and variety of language heard and spoken are key factors in developing a broad and detailed knowledge of this subject. They will be able to use specific names for parts and processes as they begin to master different skills and techniques. They will be able to clearly communicate these ideas with others in a precise way.	Design and Technology always begins with a problem. A known problem or just an urge to find a better, more efficient way. They will learn about other designers and be able to question why they have chosen to do it in a certain way so that they can approach new problems with a clear understanding.	
Links with Mathematics and English 		Progressive 		Inclusive 		
Opportunities to apply their English skills: <ul style="list-style-type: none"> ➤ Explanations about design ideas ➤ Presentations about projects ➤ Evaluations Opportunities to apply their Mathematics skills: <ul style="list-style-type: none"> ➤ Data collection and analysis ➤ Rounding, averages ➤ Measuring, estimating, directional 		<ul style="list-style-type: none"> ➤ Geographic enquiry will be evident in books. ➤ Knowledge acquired in prior years will be built upon in subsequent years ➤ Children can talk confidently at each stage about each concepts in Design Technology ➤ Evidence of children applying their understanding after the unit of learning or another subject. 		<ul style="list-style-type: none"> ➤ Task varied to support children to access the task. ➤ Learning is challenging. ➤ Children's starting point are identified using assessment tools and teaching builds on prior knowledge. ➤ The curriculum is practical to engage all. ➤ The outside environment and other resources are used to aid understanding. 		