

DT – Rolling Programme (Year A 26/27)

Purpose of study

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. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Aims:

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.

	Unit 1 – Autumn 1 (2 full weeks).	Unit 2 – Spring 1 (Weekly)	Unit 3 (Spring 2 1.5 weeks).
KS1	Structures – Windmill	Mechanisms – Moving Pictures	Food – Picnic – Balanced Diet
LKS2	Digital world – Mindfulness timers (Microbits)	Food – Adapting a biscuit recipe	Textiles – Bookmark/Pillow (Sewing)
UKS2	Food – Traditional dish	Electrical Systems – Steady hand games	Structures – WW2 Anderson Shelter

DT – Rolling Programme (Year B 27/28)

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KS1	Textiles – Puppet/Toy	Food – Smoothie	Mechanisms – Wheels and Axles
LKS2	Food – Eating Seasonally (including creating a seasonal tart).	Digital World – Wearable Technology (Microbits)	Mechanisms – Moving Toy (Car/Bus)
UKS2	Textiles – Book sleeve including a fastening	Digital World/Structures – Food Packaging	Food – Organic Dish