

Technical knowledge

All children will have a clear understanding of the technological world around them, including how products function and why new inventions are needed every day.

Design

All children will have a clear understanding of how products are designed and have the opportunity to create their own innovative, functional and appealing designs.

Make

All children will have a clear understanding of how designs are turned into functioning products and choose suitable materials and tools.

DT ***Big Ideas***

Intent

Evaluate

Children develop skills of critical analysis when exploring a range of products and people who have shaped the world we live in. They will develop understanding of the impact design has on our world and become aware of the mark our footprints leave on the planet.

Nutrition

All children will understand how to create dishes - both savoury and sweet - in order to provide a varied and balanced diet.

Technical knowledge

Curriculum plan and progression for mechanisms, structures, textiles, electrical systems, computer aided design and cooking.

Make

-Select tools for cutting, shaping, joining and finishing.

- Select materials in construction, textiles and ingredients.

Design

- Discuss purposeful products.
- Generate and develop ideas.
- Discuss, sketch and create prototypes and diagrams.
- Draw out techniques used.

DT Big Ideas

Implementation

Evaluate

- Explore and discuss existing products for their suitability.
- Create a success criteria for a product.
- Consider their own view for products created by others.
- Explore and research people who shape the world.

Nutrition

- Explore healthy and varied diets.
- Understand where food is from or how it is grown.
- Cook a variety of dishes.

Technical knowledge

Pupils should leave school equipped with a range of skills and knowledge to enable them to succeed in their secondary education and be innovative and resourceful members of society.

Make

Build and apply a repertoire of skills, knowledge and understanding to produce high quality, innovative outcomes, including models, prototypes, CAD, and products to fulfil the needs of users, clients, and scenarios.

DT Big Ideas

Impact

Evaluate

- Recognise where our decisions can impact the wider world in terms of community, social and environmental issues.
- Self-evaluate and reflect on learning at different stages and identify areas to improve.

Design

- Understand the functional and aesthetic properties of a range of materials and resources.
- Understand how to use and combine tools to carry out different processes for shaping, decorating, and manufacturing products.

Nutrition

- Understand and apply the principles of healthy eating, diets, and recipes, including key processes, food groups and cooking equipment.