## 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.

# DT Big Ideas

# Intent

#### **Evaluate**

Children develop skills o 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.

### 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.

#### **Nutrition**

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

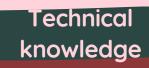


Make

All children will have a clear

understanding of how designs:

are turned into functioning products and choose suitable materials and tools.



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

# DT Big Ideas

## Design

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

# **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.

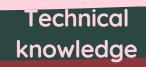


Make

-Select tools for cutting,

shaping, joining and

finishing.
Select materials in construction, textiles and ingredients.



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.

# 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.



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.