Primary Curriculum Progression Pathway

DESIGN & TECHNOLOGY

Why is Design & Technology Important?

Design and technology is seen in everyday life – from posters created by digital designers, buildings and landmarks drawn up by architects, to clothing illustrated and made by designers. 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. Design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Our Aims

The Outwood Primary Curriculum aims to provide a rich and exciting approach to design and technology, demonstrating the variety of skills needed to be successful designers and creators, both in and out of the classroom.

Our design and technology curriculum aims to:

- Provide a high-quality education which provides a solid foundation for exploring, interpreting and understanding the world we live in
- Provide a wealth of experiences with a variety of media
- Promote critical thinking and develop an understanding and appreciation of the design process
- Engage, inspire and challenge pupils
- Foster excitement and enthusiasm in developing skills in the subject

The national curriculum programme of study aims to ensure 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 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

Careers

- Architect
- Engineer
- Plumber/Electrician
- Costume designer
- Teacher
- Tree surgeon

DESIGN & TECHNOLOGY						
Term	**Year 1**	**Year 2**	**Year 3**	**Year 4**	**Year 5**	**Year 6**
Autumn 1						
Autumn 2	Moving toys (Mechanisms) -Designing -Making -Evaluating -Mechanisms -Health and safety		Earthquake proof buildings (structures) -Designing -Making -Evaluating -Mechanisms -Health and safety			
Spring 1		Moving vehicles (Mechanisms) -Designing -Making -Evaluating -Mechanisms -Health and safety	Purses & Wallets (Textiles) -Designing -Making -Evaluating -Mechanisms -Health and safety	Circuits (Electrical) -Designing -Making -Evaluating -Mechanisms -Health and safety	Tudor roses (Textiles) -Designing -Making -Evaluating -Mechanisms -Health and safety	Make Do & Mend (Textiles) -Designing -Making -Evaluating -Mechanisms -Health and safety
Spring 2	Weather instruments (Mechanical systems) -Designing -Making -Evaluating -Mechanisms -Health and safety From seed to plate (Food technology)	From farm to fork (Food technology)	Food around the world (Food technology)	Food around the world (Food technology)	Food around the world (Food technology)	Food around the world (Food technology)
Summer 1		Bridges (Structures) -Designing -Making -Evaluating -Mechanisms -Health and safety		Pop Up Information Books (Mechanisms) -Designing -Making -Evaluating -Mechanisms -Health and safety -Electrics	Mechanical Toys (Mechanical systems) -Designing -Making -Evaluating -Mechanisms -Health and safety	
Summer 2						Controllable vehicles (Mechanisms, mechanical systems & electronics) -Designing -Making -Evaluating -Mechanisms -Health and safety