

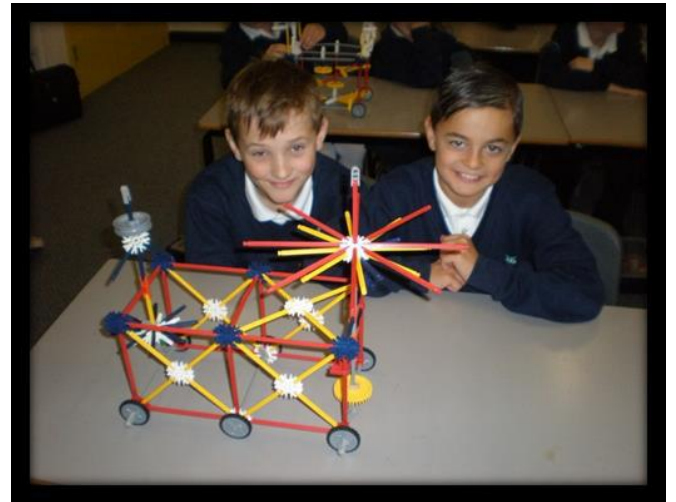
Aims

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.

At Grangefield, we teach DT through our projects, making links with other areas of the curriculum wherever we can. Skills progress in complexity as the children move up through the school.

Children love to cook so we have made sure that cooking is included in every year group as well as through owl group activities.



DESIGN TECHNOLOGY

KS1	Year 1					
	Land of the Giants		Paddington Goes to London		Captain and Compasses	
	Sculpture – clay tiles		Understand where food comes from		Build structures (vehicles)	
	Year 2					
	Land Before Time	Who lives in a house like this?	Land, Sea and Air		Turrets and Tunnels	
Clay – coiling fossils		Make a space buggy – mechanisms Making food - picnic		Make a trebuchet - mechanisms		
KS2	Year 3					
	Awesome Egyptians		Angry Earth		Monolith to Metal	
	Build structures – clay canopic jars		Cut, shape, join and finish with accuracy - volcanoes		Understand seasonality and prepare food - savoury	
	Year 4					
	The World At Our Feet		Groovy Greeks		The Roaming Romans	
	Cut, join and shape with accuracy – model of water cycle				Understand and use electrical systems – Buzz game Understand and prepare and cook savoury dishes – Italian food	
	Year 5					
	All Aboard the Time Machine		Out of This World		Everywhere We Go!	Brilliant Brazil
	Make a Tudor house – build structures		Papier Mache planets or sewing a space scene		Prepare and cook savoury dishes – S. America	
	Year 6					
	In the Beginning	Toy Story	SPLASH!		Viking Warriors	
	Understand and use electrical systems – create a game/toy	Understand seasonality – cook and prepare savoury dishes		Cut, shape and join with accuracy – Viking boats		