

Design and Technology Learning Journey

Year R

Design

Pupils will develop and refine their own ideas, selecting appropriate materials to communicate them effectively. They will demonstrate control in holding a pencil and producing purposeful marks, and will engage in collaborative work by sharing ideas, resources, and skills with others. Pupils will also articulate and evaluate their designs, explaining their intended purpose and function.

Make

Pupils will safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form, and function. They will use a range of small tools, hold scissors correctly and safely, and experiment with different brush sizes, while following simple instructions. Pupils will also explore materials freely to develop their ideas about how to use them and what to make, and will join different materials while investigating a range of textures.

Cooking and Nutrition

Pupils will develop their understanding of healthy foods, such as fruit, and will recognise that some foods grow in the ground as vegetables.

Technical Language

Pupils will experiment with construction toys to build shapes and will explain what their model is and how it works.

Year 1

Come fly with me

Mechanisms, sliders and levers

Pupils will develop skills needed in order to design and make a simple moving object, focusing on basic sliders and levers. They will be introduced to vocabulary such as mechanism, lever and slider and explore different ways these can be made with simple materials, tools and techniques. Pupils will be familiarised with some early safety tips such as asking adults to cut or slice cardboard with sharp knives or cutters.

Happily, Ever After

Pupils will be using The Extraordinaires Fairy project in this unit. They will be introduced to the 'persona' of the Fairy to help them think more like the end user who they are designing for. Pupils will work through the stages of the design process, from research, design, make and evaluation. They will need to research products that are already available on the market and then adapt their ideas to ensure they think of something original but useful and useable by the user they are designing for. Pupils will look at simple ways to improve their design and be introduced to ways in which they can analyse their work and also that of their peers.

Design and Technology Learning Journey

Unity in the community

Structures

Pupils will be introduced to how important design technology is to create strong and stable structures. They will observe a range of homes in relation to their local area and use what they have found to design and make a model of a home that a new neighbour would like to live in.

Light up the world

Mechanisms - Sliders and Levers 2

Pupils will develop skills needed in order to design and make a simple moving object, focusing on basic sliders and levers. They will be introduced to vocabulary such as mechanism, lever and slider and explore different ways these can be made with simple materials, tools and techniques. Pupils will be familiarised with some early safety tips such as asking adults to cut or slice cardboard with sharp knives or cutters.

Year 2

Zero to hero

In this unit, pupils will design and make a gift for one of the famous people they have studied within the Zero to Hero unit.

Pupils will need to consider the answers to three key questions in the design phase of their task:- Who is the gift for? How does the design and function of the gift suit the person it is intended for? Where and when might this person use this gift?

International Media station

Pupils will explore some basic textile skills of cutting around a template, adding embellishments and stitching two pieces of fabric together in order to design a t-shirt or top for Nan, mentioned in the Part One literacy unit. They will initially need to design the top for Nan before making a prototype of their design.

Land Ahoy

Pupils will be using The Extraordinaires Pirate project in this unit. They will be introduced to the 'persona' of the Pirate to help them think more like the end user who they are designing for. Pupils will work through the stages of the design process, from research, design, make and evaluation. They will need to research products that are already available on the market and then adapt their ideas to ensure they think of something original but useful and useable by the user they are designing for. Pupils will look at simple ways to improve their design and be introduced to ways in which they can analyse their work and also that of their peers.

Going Wild

In this area of design technology, pupils will be familiarised with a range of fabrics and how they can be joined together with both glue and with needle and thread. Pupils will learn how to create simple stitches to join 2 pieces of fabric together and then add other materials to create features. They will need to think about what they are making so that it relates to the brief.



Design and Technology Learning Journey

Year 3

Come Fly With Me! Africa

Food Technology

This unit focuses on food technology. Pupils will expand their understanding of where food comes from by recognising that a lot of food products come from African countries, and they will look at Fairtrade as an organisation that ensures farmers and growers get a fair price for their produce. Pupils will learn how to prepare and make a range of African inspired dishes.

They will need to consider hygiene and safety when using heat sources and also think about how their food is presented from a design technology perspective.

Light up the world

Mechanisms - Sliders and Levers 2

Pupils will develop skills needed in order to design and make a simple moving object, focusing on basic sliders and levers. They will be introduced to vocabulary such as mechanism, lever and slider and explore different ways these can be made with simple materials, tools and techniques. Pupils will be familiarised with some early safety tips such as asking adults to cut or slice cardboard with sharp knives or cutters.

That's all Folks

Mechanisms - Levers and Linkages 2

Pupils will embed and build on previous knowledge of how to construct and use levers by integrated them with linkages. They will explore a range of lever and linkage types and their methods of construction. In this second part, pupils will design a 'puppet' with a scissor mechanism that could be used in a stop-motion animation. Thoughtful and considered design is needed in this task.

Athens v Sparta

Mechanisms - Structures

In Pathfinders, pupils learnt that good design is an importance component in the construction of strong structures. In this unit, pupils will discover how a strong structure and an accurate mechanism can be combined to make a siege weapon. Pupils will need to carefully consider the purpose of their product and include some key features to allow it to work. They will also need to work through processes of problem solving in order to achieve the best firing mechanism.

Under the Canopy

Pupils will be using The Extraordinaires Tribal Child project in this unit. They will be familiar with the initial processes of studying the persona of the user, their needs analysis and what it is they are designing. In Adventurers, pupils will be expected to work through the stages in more detail, for example, when thinking of ways to improve, they will need to revisit the user's profile and assess how their design could be made more suitable. Pupils need to think carefully about the materials being used with links to functionality and aesthetics.

Design and Technology Learning Journey

Year 4

Law and Order

Mechanisms - Levers and Linkages 1

Pupils will embed and build on previous knowledge of how to construct and use levers by integrated them with linkages. They will explore a range of lever and linkage types and their methods of construction. Pupils will use this knowledge by designing and making a celebration card using one of these moving levers. Thoughtful and considered design is needed in this task.

Lightning Speed

Pupils will be using The Extraordinaires Evil Genius project in this unit. They will be familiar with the initial processes of studying the persona of the user, their needs analysis and what it is they are designing. In Adventurers, pupils will be expected to work through the stages in more detail, for example, when thinking of ways to improve, they will need to analyse a specific feature of their design and describe how it could be made better. Pupils will need to consider how they will make their product not only functional but also look attractive to the user.

Picture our Planet

Textiles

Pupils already have some experience of working with textiles and combining two pieces of materials together using needle and thread. In this unit, pupils will need to use sewing skills to make a soft toy, therefore they will learn how to use stuffing to pad out two pieces of fabric. They will also need to consider how their toy looks as well as being robust enough for a toddler to play with.

Year 5

Come Fly With Me- America

Dreamcatcher

Pupils will sketch, design using annotations and then make a dreamcatcher using models and video presented to them as inspiration. They will find out about the origins of the dreamcatcher and recognise some of the key design features needed. Before making, pupils will need to identify the materials and colours they will use.

Mechanisms - Structures 1

Previously, pupils have learnt how specific mechanisms play a role in constructing strong and useful structures. In this unit, pupils will work through several processes to initially build a strong frame and then join these frames together to form a bridge. Pupils will be required to consider not only their design but also the materials, tools and techniques they will use in order to complete their project.

Mission Control

Pupils will be using The Extraordinaires Spaceman project in this unit. Pupils will have extensive experience of the processes involved in researching, designing, making and evaluating for a range of products for a variety of users. In this unit, pupils are required to consider the needs of a real-life Extraordinaire. They will need to think about the impact their product has beyond its intended purpose; how will work with the rest of the Spaceman's equipment and in his limited workspace? Pupils will also need to address the relationship between the product's features and its functionality.

Design and Technology Learning Journey

You're Not Invited

Pupils will be using The Extraordinaires Soldier project in this unit. Pupils will have extensive experience of the processes involved in researching, designing, making and evaluating for a range of products for a variety of users. In this unit, pupils are required to consider the needs of a real-life Extraordinaire. They will need to think about the impact their product has beyond its intended purpose; how will work with the rest of the Soldier's equipment? Pupils will also need to address the relationship between the product's features and its functionality.

Year 6

I have a Dream

Textiles

Pupils will draw on the knowledge and skills learn in previous pathways to create a useable and aesthetically pleasing textile product. They will use sewing skills to join more than one piece of fabric together using more complex stitches, as well as have potential opportunity to use a sewing machine. They will need to stuff and secure their cushion so that it is comfortable for someone to use.

A World of Bright Ideas

Pupils will be introduced to new vocabulary and understand how important patent, trademark and copyright are in the invention and development of products. They will compare brand names and logos; recognising that a memorable logo is a great way of encouraging people to remember a brand or product.

Wars of the World

Electronics 1

Through science, pupils have experimented with designing, making and testing a range of electrical circuits with different components. Now, they will implement this knowledge and these skills to produce a circuit that has a clear purpose. Pupils will need to consider the features of their circuit and how it relates to its functionality. They will also address that their design has impact in other ways.

Full of Beans

Electronics 2

Through science, pupils have experimented with designing, making and testing a range of electrical circuits with different components. Now, they will implement this knowledge and these skills to produce a circuit that has a clear purpose. Pupils will need to consider the features of their circuit and how it relates to its functionality. They will also address that their design has impact in other ways.

