

Implementation for Design and Technology



At St. George's Primary School, our Design and Technology curriculum's foundations are taken from the National Curriculum programme of study for Key Stage 1 and Key Stage 2.

[https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239041/PRIMARY_national_curriculum - Design and technology.pdf](https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/239041/PRIMARY_national_curriculum_-_Design_and_technology.pdf)

In EYFS the children have a variety of different materials to explore such as components, construction kits, textiles and ingredients. They build their skills through a combination of adult directed activities and during child-initiated times when they are encouraged to select their own resources. Early Years use Cornerstones to focus their projects throughout the year as well as some themed activities to celebrate different occasions such as Easter or charity events like Comic Relief.

In KS1 and KS2, Design and Technology is taught through one termly project so the children will complete three projects by the end of the school year. This allows the children to become completely immersed in their learning and helps them to build on their prior knowledge each week. The project inspiration will be taken from Cornerstones and developed to fit each cohort to develop an inclusion curriculum. In KS1 the children are expected to go through several processes during these projects before they complete their work. The first stage is to design. They will be given certain criteria and will need to use this to produce functional and appealing products. They will develop these ideas by drawing or making templates and discussing their plans to refine the details. The second stage is to make. They will select the appropriate tools and equipment to create their products. The third stage is to evaluate. The children will research existing products and learn to find the positives and negatives of these therefore teaching them how to critique their own work against the set criteria. Throughout these stages they will build their technical knowledge exploring how to make structures and use mechanisms in their products.

KS2 will work through the same processes as they did in KS1, however they will build on their previous experience and create more complex and focused products with a more developed designing stage. This will allow them to set their own design criteria and evaluate their work in a more considered way leading to a more successful end product. They will explore key events and individuals in design and technology to see how they have impacted our lives. They will expand on

their technical knowledge gained in KS1 building more complex structures and mechanisms and using electrical systems in their products.

One of the projects for each year group will be focused on cooking and nutrition. The children will understand the principles of a healthy diet and prepare a dish using various cooking techniques. As they progress through the school they will build their knowledge of a healthy varied diet, including understanding where their food comes from.