## **Design and Technology**

Bringing design and technology to life for our young designers of today!

## At NET, our Design and Technology curriculum aims to ensure:

- Pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- Pupils are progressively taught knowledge and skills to become innovative and creative thinkers who have an appreciation for the product design cycle: to **design**, **make** and **evaluate** products for a wide range of users developing their technical knowledge.
- Design and technology is an inspiring, rigorous and practical subject.
- Pupils develop the confidence to take risks, through drafting design concepts, modelling, and testing and to be reflective learners who **evaluate** their work and the work of others.
- Pupils are aware of the impact of design and technology on our lives and encourage pupils to become resourceful, enterprising and capable citizens.
- Understand and apply the principles of **nutrition** and learn how to **cook**.

The curriculum follows the Kapow Primary scheme of work and has been strengthened so that pupils revisit the learning in a spiral continuum curriculum. Pupils revisit strands and skills with greater complexity and depth. As the pupils return to a previous strand, prior learning is utilised, providing pupils with the foundations, and building blocks, in order to retain new information in the long-term memory.

## Long Term Plan

Autumn	Spring	Summer
DT is a part of our continuous provision and activities: Tools, Textiles, Food, Structure mechanisms		
Making a Moving Story Book Mechanisms	Fruit and Vegetables Cooking and Nutrition	Constructing a Windmill Structures
Puppets Textiles	A Balanced Diet Cooking and Nutrition	Baby Bear's Chair Structures
Eating Seasonally Cooking and Nutrition	Constructing a Castle Structures	Pneumatic toys Mechanisms
Static Electricity Electrical Systems	Adapting a Recipe Cooking and Nutrition	Cushions Textiles
Stuffed Toys Textiles	Bridges Structures	What Could Be Healthier? Cooking and Nutrition
Steady Hand Game Electrical Systems	Come Dine with Me Cooking and Nutrition	Automata Toys Mechanisms
	Making a Moving Story Book Mechanisms  Puppets Textiles  Eating Seasonally Cooking and Nutrition  Static Electricity Electrical Systems  Stuffed Toys Textiles  Steady Hand Game	DT is a part of our continuous provision and activities: To mechanisms  Making a Moving Story Book Cooking and Nutrition  Puppets A Balanced Diet Cooking and Nutrition  Eating Seasonally Constructing a Castle Structures  Static Electricity Electrical Systems Adapting a Recipe Cooking and Nutrition  Stuffed Toys Textiles Structures  Steady Hand Game Come Dine with Me

## **Rolling Programme**

Autumn	Spring	Summer
DT is a part of our continuo	us provision and activities: To mechanisms	pols, Textiles, Food, Structures,
Making a Moving Story Book Mechanisms	Fruit and Vegetables Cooking and Nutrition	Constructing a Windmill Structures
Puppets Textiles	A Balanced Diet Cooking and Nutrition	Baby Bear's Chair Structures
Eating Seasonally Cooking and Nutrition	Constructing a Castle Structures	Pneumatic toys Mechanisms
Static Electricity Electrical Systems	Adapting a Recipe Cooking and Nutrition	Cushions Textiles
Steady Hand Game Electrical Systems	Come Dine with Me Cooking and Nutrition	Automata Toys Mechanisms
Stuffed Toys Textiles	Bridges Structures	What Could Be Healthier? Cooking and Nutrition
	DT is a part of our continuous  Making a Moving Story Book Mechanisms  Puppets Textiles  Eating Seasonally Cooking and Nutrition  Static Electricity Electrical Systems  Steady Hand Game Electrical Systems	DT is a part of our continuous provision and activities: To mechanisms  Making a Moving Story Book Cooking and Nutrition  Puppets A Balanced Diet Cooking and Nutrition  Eating Seasonally Constructing a Castle Structures  Static Electricity Electrical Systems Cooking and Nutrition  Steady Hand Game Electrical Systems  Stuffed Toys Bridges