Design Technology

Curriculum

"Learning Together, Achieving Together"

National Curriculum in England for Design Technology

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.
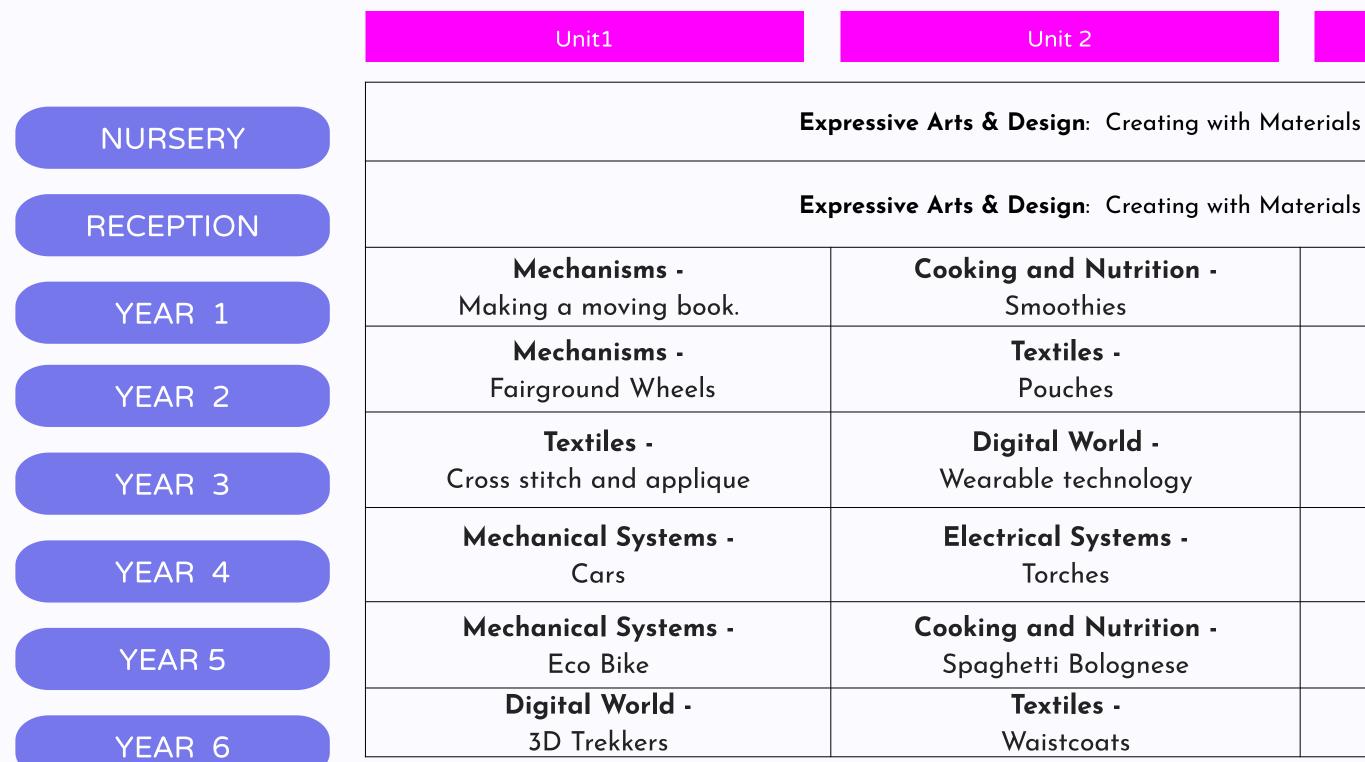
Our Intent

At Mereside Primary Academy the Design Technology Curriculum enables our pupils to learn together and achieve together to develop creative, technical and practical expertise. We want our children to use their imagination and skills to design and create in a variety of contexts.

We provide a skill and knowledge based curriculum to prepare our children, to give them the opportunities, responsibilities, and experiences they need to be successful in later life. This includes clear progression of learning in the following learning strands: Cooking and Nutrition, Textiles, Structures, Mechanical Systems, Electrical Systems and Digital World.

Our DT Curriculum contributes towards our pupils developing the skills and knowledge needed to help them thrive in their next steps in education and their lives within their community.

Mereside Primary Academy

Long-term Overview for Design Technology

	Unit1	Unit 2	Unit 3
NURSERY	**Expressive Arts & Design**: Creating with Materials		
RECEPTION	**Expressive Arts & Design**: Creating with Materials		
YEAR 1	**Mechanisms -** Making a moving book.	**Cooking and Nutrition -** Smoothies	**Structures -** Windmills
YEAR 2	**Mechanisms -** Fairground Wheels	**Textiles -** Pouches	**Structures -** Baby Bears Chair
YEAR 3	**Textiles -** Cross stitch and applique	**Digital World -** Wearable technology	**Structures -** Constructing a Castle
YEAR 4	**Mechanical Systems -** Cars	**Electrical Systems -** Torches	**Cooking and Nutrition -** Adapting a Recipe
YEAR 5	**Mechanical Systems -** Eco Bike	**Cooking and Nutrition -** Spaghetti Bolognese	**Structures -** Bridges
YEAR 6	**Digital World -** 3D Trekkers	**Textiles -** Waistcoats	**Electrical Systems -** Steady Hand Game