Design Technology

"Design is a funny word. Some people think design means how it looks. But of course, if you look deeper, it's really how it works."

Steve Jobs

Intent: We want our children to use their imagination and skills to design and create in a variety of contexts. We provide a skills based curriculum, helping children to solve design problems related to real world problems. Our aim is to help all our students develop the practical and technological expertise to design and create.

Within weekly design technology lessons our students are provided with opportunities to engage with the design process across a range of materials. Across these lessons we draw on subject knowledge from other subjects such as mathematics, science, computing and art. We have a dedicated DT and art room which is used under strict adult supervision. All practical lessons have a focus on health and safety. Our lessons allow children, regardless of their ability, to participate throughout the design process. Time is spent evaluating and reflecting on the impact of current and historical designers work. These evaluation skills enables our students to reflect and improve their own designs.

For any other information, please contact teacher@mereside.fcat.org.uk

Yearly Overview

Key Stage One

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Puppets		Wallpaper	Crowns	Fruit Salad	Sculptures
Year 2	Sculptures	Biscuits	Toys	Clay Modelling	Medieval Banquets	Bird Houses

Yearly Overview

Key Stage Two

Year 3	Pottery	Gingerbread	Sewing	Purses	Mosaics	Mechanical Posters
Year 4	Puppets	Mini Greenhouses	Bridges	Shields	Bread	Needlework
Year 5	Cartouches	Package Design	European Cooking	Viking Longboats	Tudor Houses	Production design
Year 6	Mosaics	Courtroom Diorama	Model Titanics	Sewing bookmarks	Jar making	Production design