



PURPOSE OF STUDY

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

STRAND	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
MECHANISMS	LEVERS AND SLIDERS	WHEELS AND AXLES	LEVERS AND LINKAGES		CAMS/PULLEYS/GEARS	PROGRAM, MONITOR, CONTROL USING ICT
STRUCTURES		FREE-STANDING STRUCTURE	SHELL STRUCTURES - CAD	FRAME/SUPPORTING STRUCTURES		
COOKING & NUTRITION	ARRANGING FOOD eg sandwich/wrap/fruit kebab	COMBINE INGREDIENTS BUT NOT COOKING eg Dips/smoothies	PREPARING INGREDIENTS AND BASIC COOKING eg pasta/couscous salad	PREPARING INGREDIENTS AND COOKING eg soup, omelette	WEIGHING AND BAKING Eg Bread	COMBINING COOKING SKILLS eg Pastry: quiche/scones/biscuits
TEXTILES	TEXTILE - weaving				3D TEXTILE – sewing	
ELECTRICAL SYSTEMS				ELECTRICAL – using bulb		ELECTRICAL – using buzzers or motors