

Our Curriculum Aims

- To be brilliant learners who are curious, creative, resilient and enjoy learning
- To be brilliant at gaining knowledge and developing skills confidently that will stick with us for life

Our Design and technology Curriculum Rationale

- Brilliant designers will
- 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 Design and Technology Curriculum Intent

Reception	Year One	Year Two
Brilliant textile designers in Reception develop the skills of weaving and threading, practicing these skills and developing their fine motor skills during 'funky fingers' sessions. They design and create collages using a variety of materials to create a desired effect. Brilliant mechanics in Reception will use a plan-do-review approach to making their own creations, exploring a variety of materials, e.g. junk modelling. Children will learn and practice the skills of using scissors, glue and spatulas and tape. They will learn by trial and error and making mistakes, developing evaluation skills. This will be a particular focus in the 'Crash, Bang Boom' topic. Brilliant chefs in Reception help to prepare their own food and snacks and begin to understand what healthy eating is. They are encouraged to investigate and try new foods as part of the 'Amazing Animals' topic.	Brilliant textile designers in Year One will learn how woven products, for example rugs and baskets are created by exploring a variety of products. Children will learn how to weave, developing and practicing the skill by using paper initially. They will design and create their own woven fabric product based on a given design brief which they can then evaluate the success of their own product against. Brilliant mechanics in Year One will learn how to create their own moving pictures by exploring a variety of pictures involving levers and sliders to understand the key features.. Children will design and create their own moving picture involving levers and sliders for a purpose with a given design brief which they can then evaluate the success of their own moving picture against. Brilliant chefs in Year One learn about the basic principles of a healthy diet, predominantly the importance of fruit and vegetables. They learn where their food has come from. They design and produce and evaluate their own healthy products (such as a fruit salad) based on design criteria	Brilliant textile designers in Year Two will learn how to create their own products by exploring a range of products to understand how they are created. They will learn the key skills of sewing to enable them to create their own sewn products. Children will design and create their own decorative stitched products (for example, a purse) based on a given design brief which they can then evaluate the success of their own product against. Brilliant mechanics in Year Two will learn how wheels work by exploring a variety of wheeled vehicles to understand the features. They will learn how to use saws and bench hooks to create a vehicle with functioning wheels and axels. Brilliant mechanics will design and create their own wheeled vehicle for a purpose with a given design brief which they can evaluate the success of their vehicle against. Brilliant chefs in Year Two learn about the principles of a healthy diet. They develop the skills of peeling, slicing, grating and spreading and apply these skills to produce their own healthy food. They plan and produce their own food for a purpose, evaluating against design criteria.

Some Brilliant Designers

			
Ferdinand Porsche (car designer)	Jamie Oliver (chef)	Gunta Stölzl (textile artist)	Jan Pienkowski (pop-up book creator)
			
Frank Hornby (toy engineer)	Yotam Ottolenghi (chef)	Margarete Steiff (soft toy maker)	Axel Scheffler (illustrator and author, including of pop-up books)