



Holmer C E Academy

Subject Overview

Design Technology



EYFS: Development Matters

EYFS DT Skills

Cooking and Nutrition Understand and apply the principles of nutrition and learn how to cook	Design: Developing, Planning and Communicating Ideas Understand context, uses and purpose Generate, develop, model and communicate ideas	Make Work with tools, equipment, materials and components to make quality products	Evaluate Evaluate processes and products	Technical Knowledge Develop technical expertise and knowledge
Begin to work safely and hygienically Weigh using non-statutory measures e.g. spoons/cups. Begin to use some techniques e.g. mix, spread, knead Make healthy choices in relation to eating Know the importance of a healthy diet	Use what I have learnt about materials, thinking about uses and purposes Think about and discuss what I want to make Discuss my work as it progresses	Explore a variety of materials, tools and techniques, experimenting with design, form and function Represent and construct my own ideas, thoughts and feelings through design Explore different techniques for joining materials, such as how to use adhesive tape and different sorts of glue Use a range of materials and tools with care and precision	Describe what I like and dislike about my creation Adapt work where necessary	Select appropriate resources Make decisions on how items can be combined and changed Name of tools needed to work the materials

Statutory Content Coverage

Design Technology in Key Stage 1

When designing and making, pupils should be taught to:

Design ♣

design purposeful, functional, appealing products for themselves and other users based on design criteria ♣
generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

♣ select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] ♣ select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics Evaluate ♣
explore and evaluate a range of existing products ♣

evaluate

their ideas and products against design criteria

Technical knowledge

- ♣ build structures, exploring how they can be made stronger, stiffer and more stable ♣ explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products

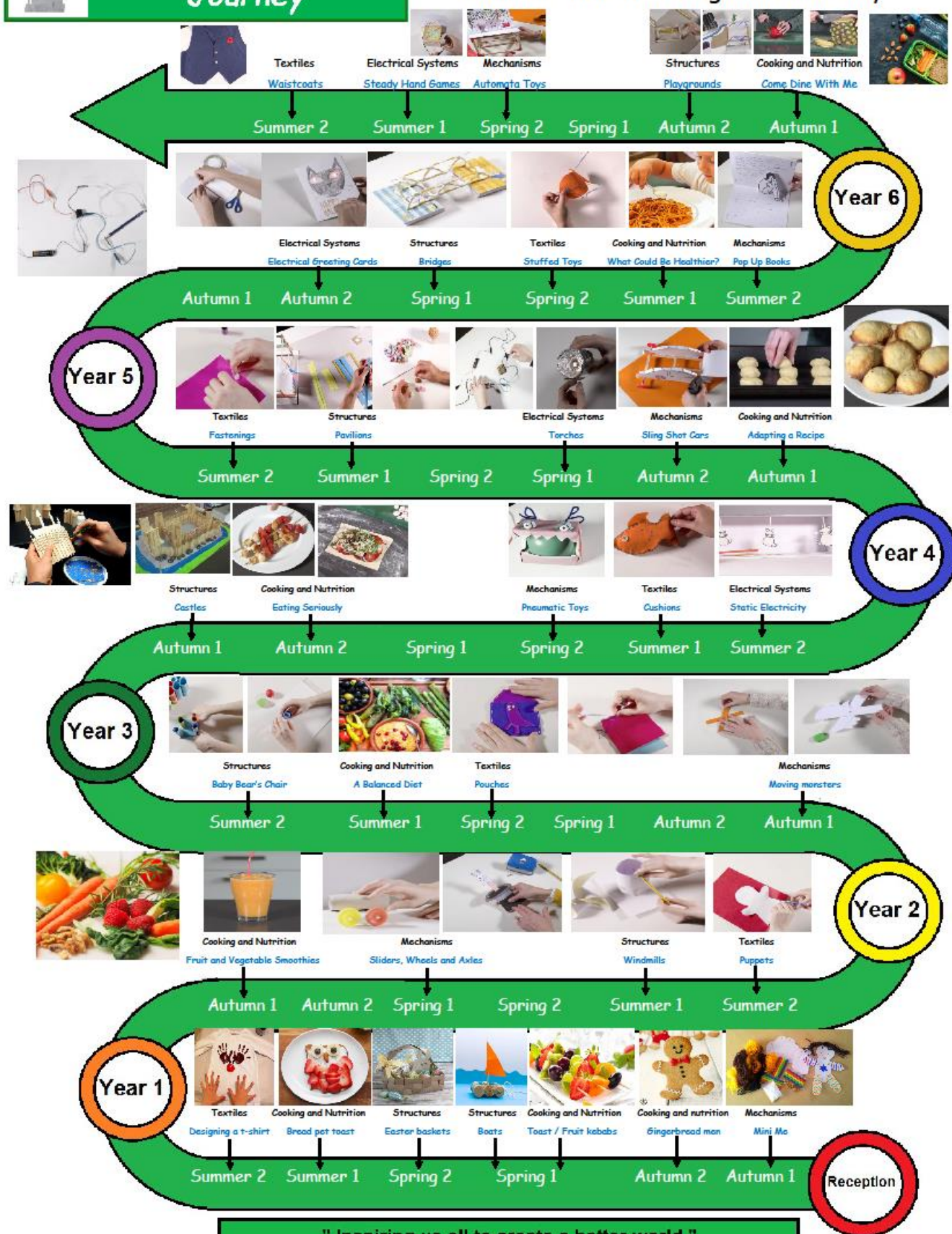
Design Technology in Key Stage 2

- When designing and making, pupils should be taught to:
 - **Design**
 - ♣ use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups ♣ generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
 - **Make**
 - ♣ select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately ♣ select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities Evaluate ♣ investigate and analyse a range of existing products ♣
 - **Evaluate**
 - their ideas and products against their own design criteria and consider the views of others to improve their work ♣ understand how key events and individuals in design and technology have helped shape the world
 - **Technical knowledge**
 - ♣ apply their understanding of how to strengthen, stiffen and reinforce more complex structures ♣ understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] ♣ understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] ♣ apply their understanding of computing to program, monitor and control their products



LEARNING Journey

Design and Technology at Holmer Church of England Academy



"Inspiring us all to create a better world."
Matthew 5:13-15 "You are the salt of the earth...you are the light of the world."

