



Whole School Curriculum Progression Grid: **Design and Technology**

Intent

We encourage pupils to become independent, creative problem solvers and thinkers, as individuals and cooperating in a team. We encourage curiosity in the way things currently work and challenge them to think of new ways of doing things. We value the process rather than just the end product and encourage children to evaluate along the way and to persevere when an outcome is not as they desired. A key part of our curriculum is to give pupils knowledge and courage to assess their own and others' risk and to equip them with the skills to be responsible for their own and others' safety. This is achieved through allowing children to use real tools, on real projects in a safe environment. We value our pupils' creativity allowing them to innovate and create solutions to future problems. We aim to give pupils opportunities to combine practical skills with an understanding of aesthetic, social and environmental issues, as well as real life functions and industry. We encourage and guide pupils through the whole design, make and evaluation process to develop analytical skills and encourage them to communicate to their audience effectively. This allows them to reflect on and evaluate their own creations, as well as past and present technology, its uses and impacts. Thorough Design and Technology we prepare pupils to confidently deal with tomorrow's rapidly changing world.

Implementation

Design and Technology skills and understanding are built into lessons, following an iterative process. However, this is not to say that this structure should be followed rigidly: it allows for the revision of ideas to become part of good practice and ultimately helps to build a depth to children's understanding. Through revisiting and consolidating skills children build on prior knowledge alongside introducing new skills, knowledge and challenge. Within each Key Stage lessons and units are planned which offer structure to guide children's learning and flexibility to allow the children to take ownership of this. Key vocabulary is planned into each unit and this then included in display materials and additional resources to ensure that children are allowed opportunities to repeat and revise this knowledge. Through these lessons, we intend to inspire pupils and practitioners to develop a love of Design and Technology and see how it has helped shaped the ever-evolving technological world they live in.

Impact

Pupils will express their creativity through designing, as they have been given the opportunity to carefully select tools and materials appropriate to the purpose and needs of an audience. Pupils will be self-critical learners who are confident to self-evaluate their final product, discussing its strengths and weaknesses and offering ways in which their work can be improved. They will gain the necessary skills for the future, by developing their ability to collaborate, investigate, design and evaluate. They will be fully equipped with the transferable skills needed to succeed in future work life.

		KS1	LKS2	UKS2
<p>Master practical skills This concept involves developing the skills needed to make high quality products (we have highlighted a range of skills but they may be added to or changed)</p>	Food	<ul style="list-style-type: none"> • Cut, peel or grate ingredients safely and hygienically. • Measure or weigh using measuring cups or electronic scales. • Assemble or cook ingredients. 	<ul style="list-style-type: none"> • Prepare ingredients hygienically using appropriate utensils. • Measure ingredients to the nearest gram accurately. • Follow a recipe. • Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking). 	<ul style="list-style-type: none"> • Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms). • Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. • Demonstrate a range of baking and cooking techniques. • Create and refine recipes, including ingredients, methods, cooking times and temperatures.
	Materials	<ul style="list-style-type: none"> • Cut materials safely using tools provided. • Measure and mark out to the nearest centimetre. • Demonstrate a range of cutting and shaping techniques (such 	<ul style="list-style-type: none"> • Cut materials accurately and safely by selecting appropriate tools. • Measure and mark out to the nearest millimetre. • Apply appropriate cutting and shaping techniques that 	<ul style="list-style-type: none"> • Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape). • Show an understanding of the qualities of materials to choose appropriate tools to

		<p>as tearing, cutting, folding and curling).</p> <ul style="list-style-type: none"> • Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). 	<p>include cuts within the perimeter of the material (such as slots or cut outs).</p> <ul style="list-style-type: none"> • Select appropriate joining techniques. 	<p>cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper).</p>
	Textiles	<ul style="list-style-type: none"> • Shape textiles using templates. • Join textiles using running stitch. • Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing). 	<ul style="list-style-type: none"> • Understand the need for a seam allowance. • Join textiles with appropriate stitching. • Select the most appropriate techniques to decorate textiles. 	<ul style="list-style-type: none"> • Create objects (such as a cushion) that employ a seam allowance. • Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration). • Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion).
	Electricals and electronics	<ul style="list-style-type: none"> • Diagnose faults in battery operated devices (such as low battery, water damage 	<ul style="list-style-type: none"> • Create series and parallel circuits 	<ul style="list-style-type: none"> • Create circuits using electronics kits that employ a number of components (such

		or battery terminal damage).		as LEDs, resistors, transistors and chips).
	Computing	<ul style="list-style-type: none"> • Model designs using software. 	<ul style="list-style-type: none"> • Control and monitor models using software designed for this purpose. 	<ul style="list-style-type: none"> • Write code to control and monitor models or products.
	Construction	<ul style="list-style-type: none"> • Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products. 	<ul style="list-style-type: none"> • Choose suitable techniques to construct products or to repair items. • Strengthen materials using suitable techniques. 	<ul style="list-style-type: none"> • Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding).
	Mechanics	<ul style="list-style-type: none"> • Create products using levers, wheels and winding mechanisms. 	<ul style="list-style-type: none"> • Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears). 	<ul style="list-style-type: none"> • Convert rotary motion to linear using cams. • Use innovative combinations of electronics (or computing) and mechanics in product designs.
<p>Design, make, evaluate and improve This concept involves developing</p>		<ul style="list-style-type: none"> • Design products that have a clear purpose and an intended user. 	<ul style="list-style-type: none"> • Design with purpose by identifying opportunities to design. 	<ul style="list-style-type: none"> • Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).

the process of design thinking and seeing design as a process.

- Make products, refining the design as work progresses.
- Use software to design.

- Make products by working efficiently (such as by carefully selecting materials).
- Refine work and techniques as work progresses, continually evaluating the product design.
- Use software to design and represent product designs.

- Make products through stages of prototypes, making continual refinements.
- Ensure products have a high quality finish, using art skills where appropriate.
- Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.

Take inspiration from design throughout history

This concept involves appreciating the design process that has influenced the products we use in everyday life.

- Explore objects and designs to identify likes and dislikes of the designs.
- Suggest improvements to existing designs.
- Explore how products have been created.

- Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.
- Improve upon existing designs, giving reasons for choices.
- Disassemble products to understand how they work.

- Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.
- Create innovative designs that improve upon existing products.
- Evaluate the design of products so as to suggest improvements to the user experience.

