Ashdene Primary School – Design Technology

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.
Aims	The national curriculum for design and technology aims to ensure that all pupils: • To develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. • To 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 • To critique, evaluate and test their ideas and products and the work of others. • To understand and apply the principles of nutrition and learn how to cook.
Attainment Targets	By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.
Curriculum Design	The Ashdene Design and Technology Curriculum explicitly sets out the substantive and disciplinary knowledge children will learn in each lesson, ensuring there is clear interplay between the types of knowledge. To support schema development, lessons are sequenced to build on prior learning, each lesson having clearly defined knowledge to revisit, which will then be built on during the lesson or in those coming. Knowledge revisits are split into three areas: skills, subject specific and health and safety. Each of these areas needs to be retrieved and practiced to ensure children know what they are and that they remember how to approach or complete such challenges successfully and safely. The Ashdene Design and Technology Curriculum has been designed to ensure that in every year group children will cover a food, textiles and engineering topic. At Ashdene, we prioritise the STEM subjects and all year groups have a STEM-based topic that is covered for a full term each year. These topics make explicit links between the Design and Technology, Science and Computing curriculums.

Topic Overview

	HT1	HT2	HT3	HT4	HT5	HT6
Reception	Food – Gingerbread Vegatable Soup		STEM – Things with wings	STEM – Things with wings		Textiles – Picnic Blanket
Year 1		Textiles – Finger Puppets	STEM - Fairgrounds	STEM - Fairgrounds		Food - Seaside Picnic
Year 2		Food - British Cream Tea	STEM – Pirate Ships	STEM – Pirate Ships		Textiles – Rainforest 2D felting scene
Year 3	Textiles - Stone Age to Iron age		STEM – Trains	STEM – Trains	Food – Egyptian bread	
Year 4	Textiles - Romans		STEM – Motorised vehicles	STEM – Motorised vehicles	Food – Greek dips	
Year 5	Textiles – Anglo Saxons		STEM – Hovercrafts	STEM – Hovercrafts	Food - Mexican	
Year 6	Engineering – Mechanical systems Victorian toys		Food – Chinese banquet		STEM – Microbit guitars	STEM – Microbit guitars