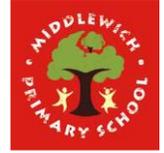




Middlewich Primary School Curriculum Design and Technology



Our Design and Technology curriculum follows the guidelines and aims of the National Curriculum in England for Key Stages 1 and 2.

- Pupils are encouraged to solve real life problems through the design, making and evaluation of products.
- Pupils are encouraged to draw on a range of other subjects such as mathematics, science, computing, engineering and art to help them develop products.
- Through an understanding of the development of past and present design technology, pupils will understand its impact on daily life as well as in the wider world.
- The children will learn about the principles of nutrition and healthy eating. The process of learning to cook will help to instil a love for cooking.
- The children will learn to take risks and become resourceful, innovative, enterprising and capable citizens.

Learning across the school is based on the following key strands:

- 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.

Curriculum Overview Key Stage 1

Year 1	Create a table and chair for a small doll.	Create a fabric cushion with decorative features.	
Year 2	Make pizzas with different toppings.	Design and create a model of a Tudor house.	Create a simple vehicle with wheels and axles.

Curriculum Overview Key Stage 2

Year 3	Create a vehicle with moving axle that is powered by a battery, motor and switch circuit.	Make an apple crumble with varying crumble toppings.	Make a variety of different breads.	
Year 4	Make a simple model building in the Greek or Roman style.	Make a moving toy using cams.	Make a fabric pouch e.g. purse or pencil case with a minim of three pieces and fastening.	Make a variety of savoury biscuits.
Year 5	Create an illuminated tower with a lift.		Make a Mexican style meal.	
Year 6	Make a swing bridge using mechanical and electrical systems, controlling it through their understanding of computing.	Create a high-quality product to be sold for a profit at the school Christmas fair.		Create a nutritious and delicious meal using a range of cooking techniques.