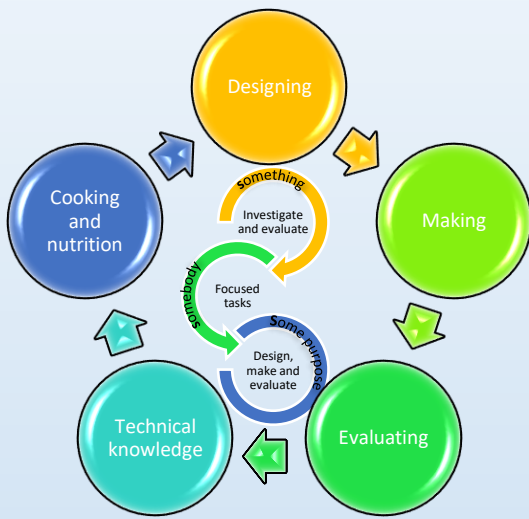


A Journey of a St Leonard's Design Technologist



Our design and technology curriculum inspires children to be innovative and creative to enjoy making design decisions based on the intended user considering purpose and functionality.

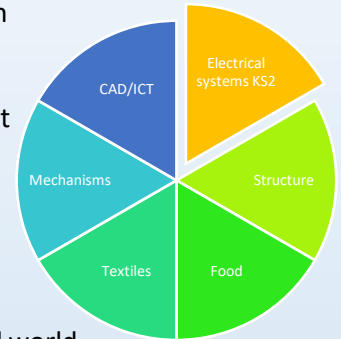


Children will learn the fundamental design and technology skills focussing on the three S's: **Something** for, **Somebody** for **Some purpose**, ensuring that their product has a user and a purpose.

They will develop the creative, technical and practical skills that are needed in everyday tasks confidently and to be successful in an increasingly technological world.

They will take part in investigative activities where they will explore and learn from a range of existing products and find out about design and technology in the wider world.

During focused tasks children are taught technical knowledge and skills that will allow them to be successful when making their own products. Children undertake three design, make and evaluate projects per year, creating high-quality functional products, with users and a purpose in mind.



Early Years – Year A

- Let's look at products, an anyway up cup, cutlery and slippers . Structures

All about me /Festivals

Colour and Shape/ Julia Donaldson

- Design, make and evaluate a salad to share at snack time. Food

- Design, make and evaluate a hat to wear in the sun.
- Textiles

Animals and Pets/ Fun on the farm

Early Years – Year B

- Design, make and evaluate a box to keep my special things in with a hinge or a catch. Mechanisms

Me and my community/Traditional Tales

Light and dark/Growing

- Design, make and evaluate a sandwich for a picnic. Food

- Design, make and evaluate a chair for baby bear
- Design, make and evaluate a picnic rug for the Three bears. Structures/ Textiles

Minibeasts/ holidays

Year 1 / 2 Year A

- Design, make and evaluate a moving red bus for children to use as part of their topic work

Mechanisms
Wheels and Axles

Food
Preparing fruit and vegetables

Design, make and evaluate a fruit salad for the class to share with invited guests

- Design, make and evaluate playground equipment for children in reception class to use for role play in the small world area.

Freestanding structures

Year 1 / 2 Year B

- Design, make and evaluate a Christmas card for my family to wish them a happy Christmas

Mechanisms
Sliders and levers

Textiles
Templates and joining techniques

- Design, make and evaluate a traditional hand puppet for a child to use to retell a story.
Significant Person- Edmund Cartwright

- Design, make and evaluate a healthy fruit smoothie for a child to enjoy in the summer

Food
Preparing fruit and vegetables

Year 3 / 4 Year A

- Design, make and evaluate a Christmas stocking for themselves or a family member as a gift.

Textiles
2D Shape to 3D product

Food
Healthy and Varied Diet

- Design, make and evaluate a Greek flatbread for children to eat on the go.

- Design, make an evaluate a buzzer game for children (age 6-7) for fun and enjoyment with a challenge element.

Electrical Systems
Simple Circuits and Switches

Year 3/4 Year B

- Design, make and evaluate a moving toy for a friend or themselves to play with for a fun moving game that doesn't require a battery or electricity.

Mechanical Systems
Pneumatics

Structures
Shell Structures

- Design, make and evaluate a desk tidy for themselves or a family member to keep their desks tidy and organised.

- Design, make and evaluate a healthy pizza for themselves or a family member to show that popular takeaway foods can be created in a healthy and nutritious way at home.
- Significant Person: Tom Hunt.

Food
Healthy and varied diet

Year 5/6 Year A

- Design, make and evaluate cuisine from Asia for children to appreciate the legacy of migrants to Britain.
Significant Person: Heston Blumenthal

Food – healthy and varied diet

- Design, make and evaluate a tent with a frame for a family to use for recreation and protection from the weather.
Significant person: Isambard Brunel / Stephen Sauvestre

Structures
Frame structures

Year 5/6 Year B

- Design, make and evaluate pencil case with a zip fastener (product) for themselves or as a gift (user) to keep pencils and belongings organised (purpose).

Textiles Combining different fabric shapes

Food – healthy and varied diet

- Celebrating culture and seasonality by making a healthy burger and side dishes to explore new flavours and ingredients for themselves.

Mechanical systems
Pulleys and gears

- Design, make and evaluate a moving fairground ride for younger children to play with their teddy bears

Electrical systems
More complex switches and circuits