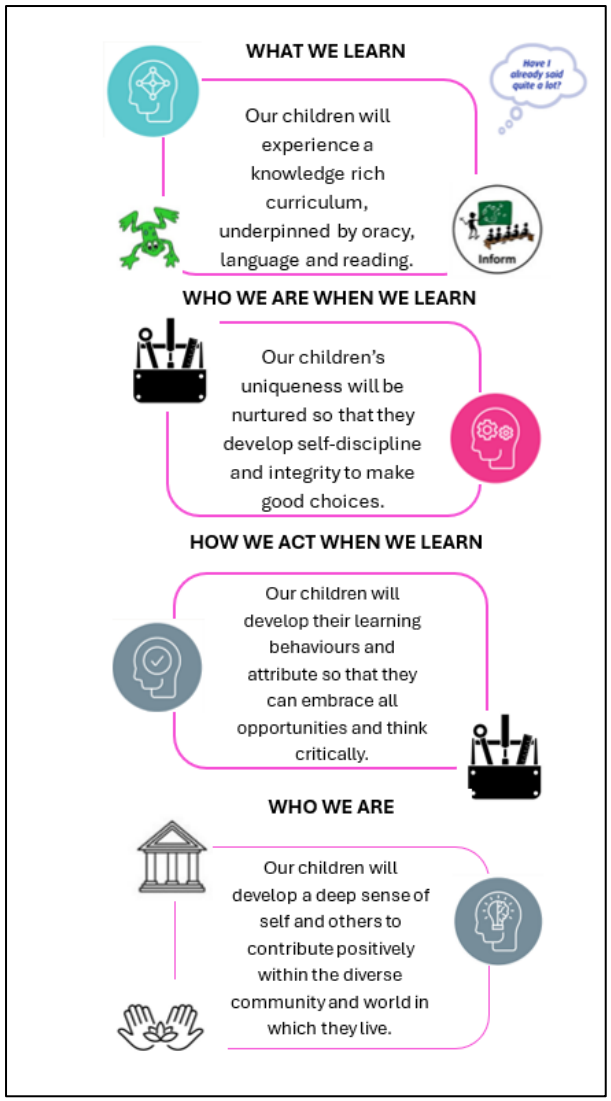
Lifton DESIGN and TECHNOLOGY Overview 2024-2025



Our curriculum has been deliberately designed to be ambitious and meet the needs of our children as well as the National Curriculum expectations. Subjects have been planned to immerse the children within their familiar local context before expanding their knowledge nationally and across the world.

Our curriculum design is rooted in developing our pupils as learners under **4 key principles**:

- Developing learners' learning
- Developing learners' character
- Developing learning behaviour
- Developing learners' moral compass

Curriculum intent for DT:

As designers and constructors, our children will be empowered to be inquisitive, curious learners. Within the design technology curriculum they will become critical thinkers, partaking in analysis of the impact of Design Technology on everyday life and the wider world, where they will evaluate past and present innovative enterprise. Our children will research, plan, design, make and critique products that solve real and relevant problems within a variety of contexts considering their own needs and others' views, wants and values.

Substantive knowledge content

LIFTON
COMMUNITY ACADEMY

	Autumn 1	Autumn 2	Spring 1 **Temporary class restructure R/1/2**	Spring 2	Summer 1	Summer 2
EYFS Year 1 Year 2		Structures Building homes; traditional Tales. Learning to construct with a purpose, using a range of materials		Playground adventures Joining Techniques: tape, glue, holepunch Mechanisms – sliders and levers Free standing Structures		Garden Party Food Making and decorating biscuits. Use spoons, rollers, cutters and mixing skills. Preparing fruit and vegetables Creating sandwiches
		Textiles Templates and joining techniques				
Year 3/4		Mechanical systems Levers and linkages		Electrical systems Simple circuits and switches		Food Health and varied diet
Year 5		Textiles 2D shape to 3D shape		Structures Frame structures		Mechanical systems- Pulleys or gears
Year 6		Textiles Combining different fabric shapes		Food Celebrating culture and seasonality		Electrical systems- more complex switches and circuits (matches year 5 science)

EYFS		
Use different media and materials to express their own ideas Use what they have learnt about media and materials in original ways, thinking about form, function and purpose Make plans and construct with a purpose in mind using a variety of resources Develop skills to use simple tools and techniques appropriately, effectively and safely Select appropriate resources for a product and adapt their work where necessary Cook and prepare food adhering to good health and hygiene routines		
KS1		
Design	**Make**	**Evaluate**
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.	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.	Explore and evaluate a range of existing products Evaluate their ideas and products against design criteria.
KS2		
Design	**Make**	**Evaluate**
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at individuals or groups. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams,	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.	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.

prototypes, pattern pieces and computer-aided design.		