

Design and Technology Curriculum Progression Map

Intent

At Nailsworth C of E Primary School we deliver a high quality Design Technology education so that pupils are able to design and make products that solve real and relevant problems.

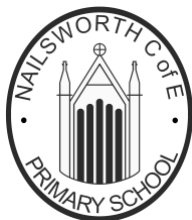
[National Curriculum Programme of Study for Primary Design and Technology](#)

Our curriculum is planned carefully and coherently to enable our children to take risks, become resourceful, innovative, enterprising and capable citizens. We aim to instil a love of cooking in pupils which will enable pupils to feed themselves and others affordably and well, now and in later life.



Implementation



EYFS	Y1	Y2	Y3	Y4	Y5	Y6
<p>ELG: Expressive art and design/creating with materials:</p> <ul style="list-style-type: none"> • Study work made by both female and male designers/architects etc. from a diverse range of cultural backgrounds • Share their creations, explaining the process they have used 	<p>Design, Make, Evaluate a product for themselves and others:</p> <ul style="list-style-type: none"> • Explore and evaluate a range of existing products created by both male and female designers from a diverse range of cultural backgrounds • Select from and use a wide range of materials and components, including construction materials 	<p>Design, Make, Evaluate a product for themselves and others:</p> <ul style="list-style-type: none"> • Explore and evaluate a range of existing products created by both male and female designers from a diverse range of cultural backgrounds • Select from and use a wide range of materials and components, including...textiles 	<p>Design, Make, evaluate product:</p> <ul style="list-style-type: none"> • Explore and evaluate a range of existing products created by both male and female designers from a diverse range of cultural backgrounds • Understand how events and individuals in design and technology have helped shape the world 	<p>Design, Make, evaluate product:</p> <ul style="list-style-type: none"> • Explore and evaluate a range of existing products • Understand how events and individuals in design and technology have helped shape the world, creations by both male and female designers from a diverse range of cultural backgrounds 	<p>Design, Make, evaluate product:</p> <ul style="list-style-type: none"> • Explore and evaluate a range of existing products • Understand how events and individuals in design and technology have helped shape the world, creations by both male and female designers from a diverse range of cultural backgrounds 	<p>Design, Make, evaluate product:</p> <ul style="list-style-type: none"> • Explore and evaluate a range of existing products • Understand how events and individuals in design and technology have helped shape the world, creations by both male and female designers from a diverse range of cultural backgrounds



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Together, inspired by the challenge...

Design & Technology

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<ul style="list-style-type: none"> Creating with materials: Make use of props and materials when role-playing characters in narratives and stories 	<ul style="list-style-type: none"> Exploring and using mechanisms [for example, levers, sliders, wheels and axles], in their products. 		<ul style="list-style-type: none"> Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups i.e. research/try other recipes and evaluate then choose a society group to design your balanced dish for e.g. a vegan meal Cook savoury dishes. Understand seasonality. Understand how ingredients are grown, caught reared and processed. 	<ul style="list-style-type: none"> Use technical knowledge-how to strengthen, use mechanical systems e.g. Mindstorm Lego Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work 	<ul style="list-style-type: none"> Use technical knowledge-how to strengthen, use electrical systems. Generate, develop, model and communicate their ideas through discussion, annotated sketches. 	<ul style="list-style-type: none"> Cook savoury dishes. Understand seasonality. Understand how ingredients are grown, caught reared and processed.
<ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function 	<ul style="list-style-type: none"> Use the basic principles of a healthy and varied diet to prepare dishes and understand where food comes from. 	<ul style="list-style-type: none"> Select from and use a wide range of materials and components, including construction materials exploring and using mechanisms [for example, levers, sliders, wheels and axles], in their products. 	<ul style="list-style-type: none"> Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] 	<ul style="list-style-type: none"> Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups i.e. research/try other recipes and evaluate then choose a society group to design your balanced dish for e.g. a vegan meal Cook savoury dishes. Understand seasonality. Understand how ingredients are grown, caught reared and processed. 	<ul style="list-style-type: none"> Use technical knowledge-how to strengthen, use mechanical systems e.g. Mindstorm Lego 	<ul style="list-style-type: none"> Use technical knowledge-how to strengthen, use electrical systems. Generate, develop, model and communicate their ideas through discussion, annotated sketches.



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Impact

By the end of Year 6, our children will

- Have developed the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- Have built and applied a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- Have critiqued, evaluated and tested their ideas and products and the work of others
- Be able to understand and apply the principles of nutrition and learn how to cook.

