

Curriculum Overview		Key Stage 2 D&T		2018/19
	Autumn 2018	Spring 2019	Summer 2019	
<p>Purpose of study</p> <p>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.</p> <p>Aims</p> <p>The national curriculum for design and technology aims to ensure that all pupils:</p> <ul style="list-style-type: none"> ▪ 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. 				
Year 3	Cooking and Nutrition (Autumn 2) Pizza Making	Structures (Spring 1) Frames	Textiles (Summer 2) Making a pop-up book	
Year 4	Textiles (Autumn 2) Christmas Wreaths	Structures (Spring 2) Squashed Tomato Challenge	Cooking and Nutrition (Summer 2) Super Salads	
Year 5	Cooking and Nutrition (Autumn 2) Christmas Biscuits	Textiles (Spring 2) Wet Felting	Structures (Summer 1) Fairground Rides	
Year 6	Structures (Autumn 2) Model Shelters	Textiles (Spring 1) Sustainable Transport	Cooking and Nutrition (Summer 1) Plan a Picnic	