

Purpose of study:

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.

Aims

The national curriculum for design and technology aims to ensure that all pupils:

- 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

Cold task:

Children will have a picture of an empanada and discuss:

What is it made from? What is inside. Where does it originate? How is it cooked?

Whole school activity:

Looking at where foods come from and sustainability



DT Legacy:

At Eversley Primary School, our aim is to provide pupils with practical opportunities to develop their creativity and imagination in a variety of contexts.

Using examples of past and present designs, children have opportunities to experiment by researching, replicating and building upon ideas to design products which are fit for a purpose. Children are encouraged to make choices by selecting appropriate materials and equipment to use safely and accurately. Continuous reflections are made throughout the process to ensure improvements are made and adapted to ensure a high-quality finish final product which is effective and functional.

Our aim is for all children to leave Eversley with the skills, knowledge and passion to apply themselves to progress and achieve their full potential in any aspect of their field of work or day to day life.

Key questions:

What is DT? What does the design process consist of?

What role does DT play in our lives?

Who are the influential designer and investors people who have improved lives by their products?

Key vocabulary:

user, design, nutrients, equipment, empanadas, cooking, temperature, combine, bake, evaluate, food groups, fats, carbohydrates, minerals, vitamins, fibre, water, healthy eating, food storage, bacteria.

Weekly spotlight time activity:

- Learning and investigating the inventions of designer Garrett Morgan
- Understanding where foods come from and how they grow and/or travel.
- Learning the process of designing products for a target market.

Home learning:

Research inventor and businessman Garrett Morgan