

**Curriculum Intent:**

Design and technology should be an inspiring, rigorous and practical subject. This curriculum will allow pupils to use their creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. This should involve building and applying a repertoire of knowledge, understanding and skills that is referred to and consolidated throughout their time in school.

Design and Technology should draw on disciplines such as mathematics, science, engineering, computing and art in order for pupils to consolidate learning in a practical way. This curriculum should provide pupils with opportunities to learn how to take risks, become resourceful, innovate creatively and learn the skills of enterprise. Through the evaluation of past and present design and technology, pupils should develop a critical understanding of their work's impact on daily life as they learn to participate successfully in an increasingly technological world.

## Strike Lane Primary School Design and Techology Curriculum Map

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Autumn</b>		Designing firefighting apparatus	Design a healthy meal that promotes healthy living	Healthy eating – Design and create a healthy meal	Effective electrical light systems	Healthy meals with a focus on Lancashire foods	Design and create a survival tool
<b>Spring</b>		Design and create meals using ingredients that they have grown	Create a vehicle that can be used for exploration	Using mechanical systems – levers and linkages	Create a Meal which is ideal for keeping healthy teeth	Create aerodynamic cars – Link with Forces	Create a healthy meal
<b>Summer</b>		design a playground structure	Create a puppet to help tell a story	Create a structure to encourage plant growth	Create a waterproof item of clothing	Create a practical piece of clothing for an Amazonian explorer	Create a dynamic electrical structure

