

Design & Technology at Brougham Primary School

Our vision for Design and Technology (Intent):

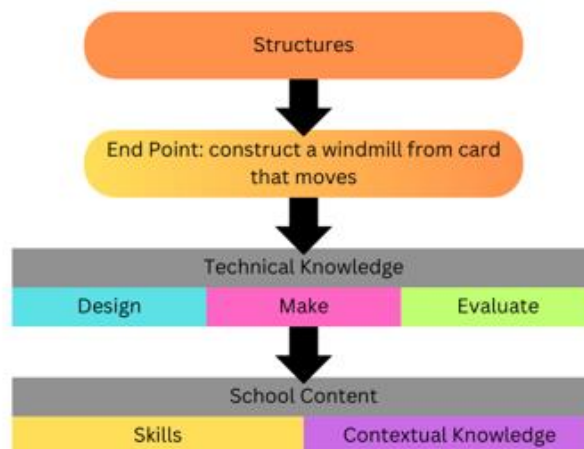
Brougham Primary School understands that D&T allows pupils to think creatively, develop ideas, develop making skills, solve problems and design their own products. As a school we champion collaborative teaching styles which allows the children to develop their own team building skills and become resilient when making purposeful products.

Brougham Primary School pupils will use their imagination and practical skills to produce products that can solve real and relevant problems and as such will equip our pupils with skills that are suitable for their future endeavours.



The Design & Technology curriculum at Brougham Primary School (Implementation):

At Brougham, our Design & Technology curriculum is built around six key areas: structures, textiles, cooking & nutrition, mechanisms, digital world and electrical systems. The areas are progressively built upon so that pupils develop their skills across their time at Brougham. Each topic has clear end points and covers the four key strands in line with the National Curriculum: Design, Make, Evaluate and Technical Knowledge. School content to be taught, outlines the contextual knowledge and the skills for children to learn.



Design & Technology is taught on a rolling programme (Year A and B) for 3 half terms per year on a weekly basis to all children from Year 1 to Year 6 and to the Early Years through their exploration of the areas, 'Physical Development' and 'Expressive Arts & Design'.

Each topic is carefully sequenced so that children are given a design brief, time to look at existing products, develop ideas and experiment with techniques, create a final product and evaluate their product.

Whole School Design & Technology Curriculum Map

EYFS
Design, make and evaluate in the Early Years is completed through adult modelling, supporting children to verbally communicate ideas and later in Reception creating drawings that form simplistic plans for models. Children are given opportunities to explore materials, joining materials and tools to complete child initiated projects through the craft area and outdoor area. Whilst exploring children naturally engage in evaluating and adapting as they create. Children are given the opportunity to create models, construct with various materials, develop early textile skills and complete cooking and baking activities, all of which develop basic skills needed for year 1 and beyond.

KS1
In KS1, children will cover two cooking topics, 2 textiles topics, a structures topic and a mechanisms topic. Children will begin to understand what makes a healthy balanced diet and learn the five main food groups. They will begin to learn the correct and safe techniques to chop food to create their own healthy dishes. In textiles, they will begin to make and use templates to cut fabric and explore different joining techniques, beginning to use a running stitch. Children will begin to make designs, consider materials and structures and begin to explore simple mechanisms.

LKS2
In LKS2, children will master their chopping techniques whilst following a recipe. They will learn how to select ingredients based on a budget, explore seasonality, build on their knowledge of a healthy diet by learning about the nutritional benefits of particular foods and also understand food hygiene. In textiles, children will develop their sewing skills by incorporating a fastening into their design. Children will begin to explore different shaped frame structures, and how they can reinforce to strengthen a structure. They will begin to use digital technology and Micro: bit to create a product to a design specification.

UKS2
In UKS2, children will build on their prior knowledge of food hygiene to understand 'cross-contamination' and learn where meat comes from and how it is processed. They will use their knowledge of food preparation to safely make a budget friendly meal following a recipe they have adapted. They will build on this further in Year 6 when they prepare a three-course meal. Children will build on their prior knowledge of structures to build a wooden bridge structure that is stable and able to support weight and begin to incorporate electrical circuits into their products to create a game. In textiles, children will continue to use running stitch, learn blanket stitch and cross stitch to add applique to their stuffed toys.

Whole School Design & Technology topics

	Autumn	Spring	Summer
KS1 B	Structures: Constructing a Windmill	Textiles: Puppets	Cooking and Nutrition: A balanced Diet
KS1 A	Mechanisms: Making a moving monster	Textiles: Pouches	Cooking and Nutrition: Fruit and Vegetables
LKS2 B	Textiles: Fastenings	Structures: Pavilions	Cooking and Nutrition: Adapting a recipe on a budget
LKS2 A	Mechanical systems: Making a slingshot car	Digital World: Electronic Charm	Cooking and Nutrition: Eating Seasonally
Y5	Textiles: Stuffed Toy	Structures: Bridges	Cooking and Nutrition: What could be healthier?
Y6	Cooking and Nutrition: Come dine with me	Electrical Systems: Steady Hand Game	

Enrichment

We promote a language rich Design & Technology curriculum, where vocabulary is modelled by the teacher and regularly retrieved so that children become fluent.

Children take part in STEM projects.

Visitors and educational visits are arranged to enhance topics.

Children have access to the school libraries where they will be able to research the work of designers and the history of design.

Children create a VLOG to evaluate their design.

We endeavour to display the world of children to instill a sense of achievement and pride in their products by holding an end of year 'Design Roadshow' to which parents are invited to see the work of their children on display.

The impact of DT at Brougham Primary School:

