



Iver Village Junior School

Primary Curriculum

KS2 DT Overview		Subject Overview	
Key Concepts	<p>Design Innovation Functionality Annotated sketches Prototype and Pattern Pieces Computer Aided Design</p> <p>Make Tools and Equipment Materials and components Aesthetics</p> <p>Evaluate Design Criteria Impact of technology</p> <p>Technical Mechanical Systems Electrical Systems</p> <p>Cooking and Nutrition Principles of a healthy diet Seasonality</p>		
Objectives to cover (Directly from NC)	<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 worldbuild 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 userscritique, evaluate and test their ideas and products and the work of othersunderstand and apply the principles of nutrition and learn how to cook.		
	Autumn Term	Spring Term	Summer Term
Year 3	Textiles - Puppets	Construction – Moving Monsters	Food – Sandwiches
Year 4	Seasonal Food	Construction – Electrical Game	Design – Packaging
Year 5	Textiles and Fashion	Construction – Solar Systems	Food – Bread
Year 6	Global Food	Construction – Victorian Toys	Construction – Bridges