



Iver Village Junior School

Primary Curriculum

KS2 DT Overview		Subject Overview 2021 - 2022	
Key Concepts	To master practical skills To design, make, evaluate and improve To take inspiration from design throughout History (link/make relevant to children's lives)		
Objectives to cover (Directly from NC)	<p>Design and technology is an inspiring, rigorous and practical subject. They will acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils will learn how to take risks, become resourceful, enterprising and capable citizens. Through the evaluation of past and present design, they develop a critical understanding of its impact and the wider world. Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example the home, school, leisure, culture, enterprise, industry and the wider environment]. Pupils will be taught to:</p> <p>Design:</p> <ul style="list-style-type: none"> • Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups • Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes pattern pieces and computer-aided design <p>Make</p> <ul style="list-style-type: none"> • Select from and use a wider range of tools and equipment to perform practical tasks accurately, such as cutting, shaping, joining and finishing • Select from and use a wider range of materials and components, including construction materials and textiles, according to their functional properties and aesthetic qualities <p>Evaluate</p> <ul style="list-style-type: none"> • Investigate and analyse a range of existing products • Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work • Understand how key events and individuals in design and technology have helped shape the world <p>Technical knowledge</p> <ul style="list-style-type: none"> • Apply their understanding of how to strengthen, stiffen and reinforce more complex structures • Understand and use mechanical systems in their products, such as gears, pulleys, cams, levers and linkages • Understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs, buzzers and motors • Apply their understanding of computing to programme, monitor and control their products <p>As part of their work with food, pupils are taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life.</p> <ul style="list-style-type: none"> • understand and apply the principles of a healthy and varied diet • prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed 		
	Autumn Term	Spring Term	Summer Term
Year 3	Puppets	Toys with moving parts	Sandwiches

Year 4	Packaging	Pneumatic moving monsters	Seasonal food
Year 5	Fashion and textiles	Solar systems (3D sculptures)	Bread
Year 6	Fairgrounds	Bridges	Global Food