King's Hill Primary School

Design & Technology Curriculum Overview 2022

Our Design and Technology curriculum encourages our pupils to enhance knowledge and think creatively in order to solve problems and/or make improvements to existing ideas and products. It enables them to identify needs and opportunities, and respond to them by developing ideas and eventually making their own products and systems. Through the study of Design and Technology our pupils are able to combine their practical skills with an understanding of aesthetic, social and environmental issues. Areas of learning covered through our curriculum:

1.Food Technology   2.Textiles   3.Materials   4.Construction   5.Electricals and Electronics   6.Mechanics

Where possible we plan to the local circumstances of our school such as when we use the local environment as the starting point for aspects of our work. We also look into how children can work in a range of other relevant contexts, such as the home and school, gardens and playgrounds, the local community, industry and the wider environment.

	AUTUMN	SPRING	SUMMER
Year 1	Structures Freestanding Structures	Mechanisms Sliders and Levers	Cooking
Year 2	Textiles	Cooking	Mechanisms
Year 3	Textiles	Cooking	Structures
Year 4	Cooking	Electrical Systems	Mechanical Systems
Year 5	Building Bridges	Making Biscuits	Sculpting
Year 6	Great British Foods	Fairground	Fashion and textiles