SUBJECT: Design & Technology   CREATED BY:Jan Moule   February 2014   REVIEW DATE: July 2014

Purpose of study

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.

Aims

The national curriculum for design and technology aims to ensure that all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world

- build 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 users

- critique, evaluate and test their ideas and products and the work of others

- understand and apply the principles of nutrition and learn how to cook.

Attainment targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Key stage 1

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 and school, gardens and playgrounds, the local community, industry and the wider environment].

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YEAR GROUP: 1					
Half-Term:	1	2	3	4	5	6
Objectives	• Use a range of materials • Use drawing, painting and sculpture • Develop techniques of colour, pattern, texture, line,shape, form and space • Learn about range of artisits, craftsmen and designers					

PADSTOW SCHOOL - NATIONAL CURRICULUM PLANNING AND COVERAGE

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YEAR GROUP: 2					
Half-Term:	1	2	3	4	5	6
Objectives	• Use a range of materials • Use drawing, painting and sculpture • Develop techniques of colour, pattern, texture, line,shape, form and space • Learn about range of artisits, craftsmen and designers					

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YEAR GROUP: 3					
Half-Term:	1	2	3	4	5	6
Objectives	• Use sketchbooks to collect, record, review, revisit and evaluate ideas • Improve mastery of techniques such as drawing, painting and sculpture with varied materials • Learn about great artists, architects and designers					

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YEAR GROUP: 4					
Half-Term:	1	2	3	4	5	6

Objectives	- Use sketchbooks to collect, record, review, revisit and evaluate ideas - Improve mastery of techniques such as drawing, painting and sculpture with varied materials - Learn about great artists, architects and designers

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YEAR GROUP: 5					
Half-Term:	1	2	3	4	5	6
Objectives	• Use sketchbooks to collect, record review, revist and evaluate ideas • Improve mastery of techniques such as drawing, painting and sculpture with varied materials • Learn about great artists, architects and designers					

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YEAR GROUP: 6						
Half-Term:	1	2	3	4	5	6
Objectives	- Use sketchbooks to collect record, review, revisit and evaluate ideas - Improve mastery of techniques such as drawing, painting and sculpture with varied materials - Learn about great artists, architects and designers					