Gig Mill Primary - Design Technology Curriculum

Intent	Design and Technology is about practical problem solving and using materials available to solve problems in a man-made environment. It is important that Design and Technology instils attitudes in which all children can realise that there is never just one correct solution. The intent is to offer opportunities for children to develop their designing and making skills while combining it with the knowledge and understanding, to produce products. The intent is to to begin to develop an understanding of technological processes, products and their manufacture, from mechanisms such as pulleys and levers, life skills such as cooking and textiles to solutions to reducing our carbon footprint using graphics and different software solutions.

	Autumn	Spring	Summer
Nursery	A-Self portraits Colour mixing M-Singing nursery rhymes and exploring musical instruments	A- Painting farm animals M- singing songs about farm animals	DT- Making vehicles out of different resources A- Painting and drawing transport
Reception	- Explore the creative materials within the classroom - Choose to paint, draw or use mixed media to create portraits and pictures of animals - Design a home - create an autumn scene.	- look at artist Kandinsky - look at illustrator Axel Scheffler - explore, use and refine a variety of artistic effects to express their ideas and feelings	- explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function, - design a mini beast
Year 1	Pivots and levers – pop up card	Freestanding structure – chairs for the Three little Bears	Food tasting- exploring fruit tastes and textures, making a fruit salad
Year 2	Mechanisms – making a vehicle	Textiles – glove puppet	Food – preparing vegetables

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	Autumn	Spring	Summer
Year 3	Structures: Broken Biscuits Shell structures using computer- aided design	Food: Sandwich Snacks Healthy and varied diet	Textiles: Making an apron 2d shape to 3d product
Year 4	Food – soups, seasonality	Electrical systems – simple programming and controls	Levers and Mechanisms – pop up books
Year 5	Food – Ginger biscuit making for an advent calendar. Celebrating culture and seasonality	Electrical systems – Alarming vehicles Simple programming and control	Mechanical systems – Levers and linkages
Year 6	Food – Bread Celebrating culture and seasonality	Textiles – designer bags Using Computer Aided Design in textiles	Mechanical systems Cams, Pulleys and Gears - Mechanisms with a message