



Corporation Road Community Primary School

Design & Technology LTP

Design & Technology: Year 3/4A		
<p>Vision: 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. Design and Technology is split into four strands – Structures, Mechanical Systems, Textiles and Food. At Corporation Road, we would like children to draw on skills from a range of subjects such as mathematics, science, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Design and Technology education begins well before children begin their formal schooling. Children constantly explore their world through a variety of activities and it is vital for us to continue to extend this. The child's increasing understanding of the process of design and technology should match their intellectual and physical development throughout their primary education.</p>		
Domains:		Key Concepts:
Making, Using and Understanding		Tools, Materials, Health & Safety, Repair & Maintenance, Textiles, Card Making, Joining, Structures, Mechanisms, Preparing & Cooking Food, Nutrition, Origins of Food
Planning, Knowledge and Evaluation		Designing, Working from Plans, Existing Product Evaluation and Evaluation
Autumn	Spring 2	Summer 2
Theme: Legacy & Impact	Theme: Citizenship	Theme: Gender & Equality
Domains:	Domains:	Domains:
<ul style="list-style-type: none"> - Making, Using and Understanding - Planning, Knowledge and Evaluation 	<ul style="list-style-type: none"> - Making, Using and Understanding - Planning, Knowledge and Evaluation 	<ul style="list-style-type: none"> - Making, Using and Understanding - Planning, Knowledge and Evaluation
Key Concepts:	Key Concepts:	Key Concepts:
<ul style="list-style-type: none"> - Tools, Materials, Health & Safety, Repair & Maintenance, Textiles and Joining - Designing, Working from Plans, Existing Product Evaluation and Evaluation 	<ul style="list-style-type: none"> - Tools, Health & Safety, Preparing & Cooking Food, Nutrition and Origins of Food - Designing, Working from Plans and Existing Product Evaluation 	<ul style="list-style-type: none"> - Tools, Materials, Health & Safety, Repair Maintenance, Card Making, Joining and Structures - Designing, Working from Plans and Evaluation
End Point:	End Point:	End Point:
Legacy & Impact	Citizenship	Gender & Equality
For children to understand and learn about legacies in design and technology left behind by key individuals and communities, which have had an impact on the way in which we live our lives, and influence what we learn, in society today. For children to develop design and technology skills so that they can choose to have an impact on their immediate and wider environment and influence others. For children to have the knowledge and ability to make their own mark on society knowing they themselves leave behind their own legacy.	For children to understand that as citizens, we can use design and technology to help work towards the betterment of the whole community. Children will learn how to take risks, become resourceful, innovative, enterprising and capable citizens. Children will know that, through design and technology, you can meet the needs, wants and values of yourself and others.	For children to have an appreciation and knowledge of the different strands within design and technology therefore understanding that you can contribute using a range of subject knowledge. To understand that irrespective of gender, race, beliefs, culture or religion, you can have an appreciation of and access to design and technology. For children to have the skills and knowledge to have the option of continuing design and technology in higher education and/or through a career.
<p style="text-align: center;">Textiles – Make a protective overall</p> <ul style="list-style-type: none"> - Purpose and user - Produce sketches - Select materials and fastening for a purpose 	<p style="text-align: center;">Food – African beef, black-eyed bean and plantain hotpot</p> <ul style="list-style-type: none"> - Design and make healthy dishes 	<p style="text-align: center;">Structures – Mummy Tomb</p> <ul style="list-style-type: none"> - Design and look at nets
		

Year 3	Year 4	Year 3	Year 4	Year 3	Year 4
<ul style="list-style-type: none"> - Select the appropriate tools and explain choices. - Plan which materials will be needed for a task and explain why. - Try an alternative way of fixing something, if their first attempt isn't successful. - Create a simple pattern for a design. - Join fabrics using a running stitch. 	<ul style="list-style-type: none"> - Analyse the potential of a range of tools and use them with accuracy. - Choose from a range of materials showing an understanding of their different characteristics. - Follow health and safety rules when working with materials and substances. - Describe how a product could be made better, stronger or more sustainable. - Use a simple pattern to create a life-sized item of clothing. 	<ul style="list-style-type: none"> - Select the appropriate tools and explain choices. - Follow health and safety rules for cooking and baking activities. - Combine a variety of ingredients using a range of cooking techniques. - Describe what a balanced diet is. - Identify food which comes from the UK and other countries in the world. 	<ul style="list-style-type: none"> - Analyse the potential of a range of tools and use them with accuracy. - Follow health and safety rules when working with materials and substances. - Measure and weigh ingredients appropriately to prepare and cook a range of savoury dishes. - Make healthy eating choices and explain why. - Explain some of the processes that foods go through to preserve/make them more appealing. 	<ul style="list-style-type: none"> - Select the appropriate tools and explain choices. - Plan which materials will be needed for a task and explain why. - Try an alternative way of fixing something, if their first attempt isn't successful. - Cut slots in card and create nets. - Create a shell or frame structure using diagonal struts to strengthen. 	<ul style="list-style-type: none"> - Analyse the potential of a range of tools and use them with accuracy. - Choose from a range of materials showing an understanding of their different characteristics. - Follow health and safety rules when working with materials and substances. - Describe how a product could be made better, stronger or more sustainable. - Use a glue gun with close supervision (one to one). - Prototype and build frame and shell structures, showing awareness of how to strengthen, stiffen and reinforce.
<p>To be covered when making greetings cards:</p> <p>Mechanisms:</p> <p>Year 3 - Create and use simple gears, pulleys, cams, levers and linkages.</p> <p>Year 4 - Use pulleys, levers and linkages in their products.</p>					



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