Curriculum Update

This edition is all about **Design and Technology**

Our Design & Technology Curriculum

Our Design & Technology curriculum is all about giving children a wide range of opportunities to develop creative, technical and practical understanding and skills. We aim for our children to develop a set of skills, knowledge and understanding that they will be able to apply to challenges that they meet in real life now and in the future.

Many of our D&T units link directly to our learning in other areas of the curriculum or to our local area. For instance, *Years 3 and 4 have a unit that combines with Geography fieldwork* – they will design and make their own Acomb-sourced sandwiches, after testing and choosing the breads and fillings!

We learn about structures, mechanisms and food in each of the key stages and some year groups have special topics that connect to Science, Literacy, Geography or History.

In D&T, we always have a client and a product. We design our products against a set of criteria. We split the design process into two:

- Research and Focused Practical Tasks (FPTs)
- Making and Evaluating

An example of a Year 5 and 6 construction project: Design a Moving Cog Model that rotates to illustrate an area of our learning.
It could be made as a special gift for a parent or a display object to start a conversation!
The children could learn this method of construction by making frames on Crafternoon (FPT), then construct and evaluate as they go, improving their methods to make their models stronger.

Sustainability
We strive to work in a sustainable way on all of our D&T projects. We want to avoid creating unnecessary waste as much as possible; re-use and re-cycle materials and teach children how to do the same; and only purchase materials that are necessary for quality creative outcomes.

An example of a Year 1 and 2 Textiles project: Design a secret purse to hold a special key.
It could be the key for Guy Fawkes to get into the Houses of Parliament!
The children researched and handled different types of purses, learnt to sew by creating *firework stitch pictures* (FPT) and had a sewing morning with family volunteers to create their special purse designs.

Where else can you find out about design? It's all around us…
The Castle Museum is a great place to see how the design of household objects has changed over the decades.
Get ideas from a catalogue to solve a design question. Eg. Can you design a backpack for a nine year old who loves reptiles and has a pet snake? What colour pattern will it be? How many pockets will it have and what are they for? Is it waterproof? Washable?
Go to a gallery and look at paintings and photographs. How have fashions changed? How has transport changed? ***NRM?***
Create a birthday breakfast for a family member. What do they like? What tastes go together?

Sometimes you have to break a few eggs…
DT links closely with Science. Try designing to solve a science problem – can you make something that will protect an egg when you drop it from a height?