



CURRICULUM STATEMENT

Design Technology

Core: A designer/engineer plans and makes different products by researching, analysing, designing, testing and making things for a particular audience in mind.

Design Technology knowledge and understanding is developed specifically through five different strands:

- **Cooking and Nutrition** - Using the correct equipment Being hygienic and safe Understanding the effects of nutrition on humans
- **Textiles** – Ability to join textiles in different ways Choosing the right materials for its appearance and qualities
- **Electrical and Mechanical Components** - Choosing the correct tools and techniques Being able to confidently make products that uses both electrical and mechanical components.
- **Stiff and flexible sheet materials** – Choosing materials suitable for its job Being able to make holes and cuts accurately and safely.
- **Mouldable materials** – Selecting the most appropriate materials Being able to use a range of techniques to shape and mould.

Key Questions: Who is my product for? Are my designs clear and helpful? How am I going to make my product? Will my product work? Can I make my product better?

Essential Key Skills:

- **Researching the product** – Internet research Analysing and evaluating real products for its effect Sending questionnaires
- **Planning** – Making labelled and scaled drawings Thinking about materials to use Thinking about how to make the product What the finished product will look like and how to decorate it
- **Making and Testing** - making prototypes Testing out the most suitable materials/ designs Changing existing plans/designs to make them better
- **Making and Decorating** – Using plans to make the finished product Making something that will be liked by other people The finished product is of good quality
- **Evaluating** - I have thought of how I will check if my design is successful.
I can begin to explain how I can improve my original design.
I can evaluate my product, thinking of both appearance and the way it works.
I can take time to consider how I could have improved my idea.

Using and Applying English and Maths within Design Technology:

Maths : Weighing ingredients Measuring the length of materials Measuring and scaling down Looking at angles to make corners Looking at 3D shapes Cubes Cuboids to make boxes Research Techniques - Analysing Graphs Data handling Percentages Modify exciting quantities of ingredients - Ratio and proportion Fractions Using electrical equipment setting times on buzzers/motors etc Time

English : Researching products by asking questions Writing through labelling plans Evaluating through discussions

Temple Specific : Making/ baking for the Autumn fayre

- Making things for people within the school/ community
- Studying local designers/engineers