

Design & Technology Intent

At North Baddesley Infant School our curriculum is structured to inspire pupils to use creativity and imagination to solve real problems. Pupils will learn to take risks, and build resilience, adapting their work to make improvements when designing and making products. They will develop the skills to evaluate not only their own work but the work of others. They will discuss and evaluate the impact and uses of products and technology in the wider world.

Content – Year R

Educational programmes in physical development (prime area) and expressive arts and design (specific area) are used to develop a child's artistic and cultural awareness. This supports their imagination and creativity. At NBIS, DT is linked closely to art and it is all about exploring and experimenting.

Gross Motor Skills:

Demonstrate strength, balance and coordination.

Fine Motor Skills:

Use a range of small tools, including scissors, paint brushes and cutlery.

Creating with Materials:

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.

Content – Key Stage 1 (KS1)

Design:

Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Make:

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

Evaluate:

Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria.

Technical Knowledge:

Build structures, exploring how they can be made stronger, stiffer and more stable explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

YG	Project	Theme Name	Term
Year R	Skills based: gross motors skills and use of senses (linked to science)	Getting to know you	Autumn 1
		Light and Dark	Autumn 2
	Project: creating with materials and using tools competently - design a vehicle using materials of choice.	On the Move	Spring 1
		Storytellers	Spring 2
	Project: introduction to design. Design and build an animal sculpture using construction materials.	Around the World	Summer 1
Skills based: fine motor skills with links to food technology and correct use of cutlery.		Summer 2	
Year 1 (KS1)			Autumn 1
	Moving parts: space pictures and safe use of split pins	Out of This World	Autumn 2
			Spring 1
	Application of skills and cross curriculum link: use of technical knowledge and making skills as part of Big Art (art link).	The Great Outdoors	Spring 2
	Food technology: hygiene, nutrition and recipes		Summer 1a
	Application of skills and cross curriculum link: use of technical knowledge and making skills for boat building (science link).	Titanic	Summer 1b
	Moving parts: drawbridges	Castles	Summer 2
Year 2 (KS1)			Autumn 1
			Autumn 2
	Joining materials and moving parts: vehicles	Lost in London	Spring 1
	Joining materials and needle work: animal puppet	Habitats Around the World	Spring 2
	Food technology: nutrition		Summer 1
	Food technology: hygiene and making fruit kebabs	Book Worms	Summer 2 a
	Materials and product packaging design (art link)	Book Worms	Summer 2 b