




Design Technology at Silsden Primary School



RATIONALE	SUBJECT IN ACTION	OUR CURRICULUM MAP	
<p>At Silsden, we give our pupils opportunities to engage in creative and practical activities that will help them to develop expertise and perform everyday tasks confidently. We want our pupils to gain knowledge, understanding and skills so that they can design and make successful products. Children are taught to test ideas and to evaluate their work. They apply the principles of nutrition and healthy eating and are helped to develop basic food preparation skills.</p>	 <p>Year 6 children making carrot biscuits on WWII Evacuee Day.</p>	<ul style="list-style-type: none"> Projects are designed to fit in with topic learning in all years (Reception to Year 6). All projects help the children to work iteratively through a research, design, make and evaluate process. Children are taught to basic food preparation techniques and how to apply the principles of nutrition and healthy eating. Example Projects: (Y1) Kites, Boats, Gingerbread house; (Y2) Tudor houses, Finger puppets, Pasta salad; (Y3) Biting predators, Roman sandals, Bridge design; (Y4) Anglo-Saxon brooches and crosses, Totem poles, Musical instruments; (Y5) Moon buggies, Egyptian Shadufs, rollercoaster designs; (Y6) Anderson shelters, Stethoscopes, Mexican food. 	
PROGRESS	SECURING KNOWLEDGE	CROSS-CURRICULAR LINKS	SUPPORT & RESOURCES
<ul style="list-style-type: none"> Projects are sequenced so that prior skills and techniques can be built upon from previous year groups and units. Units are planned to fit with other curriculum learning and times of year. Teaching aims to develop creative, technical and practical expertise. Topic launch and review sheets allow children to self-assess prior, and gained, knowledge and skills. 	<ul style="list-style-type: none"> Topic information displayed in classrooms, including key vocabulary. Topic launch and review sheets allow children to record key information. Children are taught about the work of influential designers and how their products helped shape the world. Home learning opportunities to develop knowledge and skills further. 	<ul style="list-style-type: none"> We teach topic units that provide opportunities to link design technology with history, geography and art & design. Links are made to maths, science and computing wherever possible. Children work in relevant contexts such as home and school, gardens and playgrounds, the local environment, industry and historical periods. 	<ul style="list-style-type: none"> Everyone has access to the Design Technology National Curriculum. Projects are designed to use a range of equipment, tools and techniques safely and confidently. We have developed a suggested project list across all years to tie into projects and to progress skills and techniques.