Design & Technology Curriculum Map Year 1 & 2

The national scheme of work we use for our Design and Technology subject in WPS is Projects on a Page (PoP).

PoP is based on 6 essentials of good practice in D&T, which are consistent with the new National Curriculum requirements.

User – children should have a clear idea of who they are designing and making products for.

Purpose – children should know what the products they design and make are for. Each product should perform a clearly defined task.

Functionality – children should design and make products that function in some why to be successful.

Design Decisions – when designing and making, children need opportunities to make informed decisions through exploration.

Innovation – when designing and making, children need some scope to be original with their thinking.

Authenticity – children should design and make products that are believable, real and meaningful.

Projects for Key Stage One – Year 1 & 2

Aspects of D&T	Focus
Mechanisms (1)	Sliders and Levers (1)
Structures	Freestanding Structures
Food	Preparing food and vegetables
Textiles	Templates and joining techniques
Mechanisms (2)	Wheels and axels (2)

Design and Technology is taught in Woolton Primary School as part of a Design and Technology curriculum week, using the afternoon sessions to complete their outlined project for the year group. Each term there will be a focused project for the children to delve into together, recording their ideas and investigations in their D&T exercise books, which they will build upon throughout school.

Design & Technology Curriculum Map Year 3 & 4

The national scheme of work we use for our Design and Technology subject in WPS is Projects on a Page (PoP).

PoP is based on 6 essentials of good practice in D&T, which are consistent with the new National Curriculum requirements.

User – children should have a clear idea of who they are designing and making products for.

Purpose – children should know what the products they design and make are for. Each product should perform a clearly defined task.

Functionality – children should design and make products that function in some why to be successful.

Design Decisions – when designing and making, children need opportunities to make informed decisions through exploration.

Innovation – when designing and making, children need some scope to be original with their thinking.

Authenticity – children should design and make products that are believable, real and meaningful.

Projects for Lower Key Stage Two – Year 3 & 4

Aspects of D&T	Focus
Textiles	2D shape to 3D product
Mechanical Systems	Levers and linkages
Food	Healthy and varied diet
Structures	Shell structures
Electrical Systems	Simples circuits and switches

Design and Technology is taught in Woolton Primary School as part of a Design and Technology curriculum week, using the afternoon sessions to complete their outlined project for the year group. Each term there will be a focused project for the children to delve into together, recording their ideas and investigations in their D&T exercise books, which they will build upon throughout school.

Design & Technology Curriculum Map Year 5 & 6

The national scheme of work we use for our Design and Technology subject in WPS is Projects on a Page (PoP).

PoP is based on 6 essentials of good practice in D&T, which are consistent with the new National Curriculum requirements.

User – children should have a clear idea of who they are designing and making products for.

Purpose – children should know what the products they design and make are for. Each product should perform a clearly defined task.

Functionality – children should design and make products that function in some why to be successful.

Design Decisions – when designing and making, children need opportunities to make informed decisions through exploration.

Innovation – when designing and making, children need some scope to be original with their thinking.

Authenticity – children should design and make products that are believable, real and meaningful.

Projects for Upper Key Stage One – Year 5 & 6

Aspects of D&T	Focus
Textiles	Combining different fabric shapes
Mechanical Systems	Pulleys and gears
Food	Celebrating culture and seasonality
Structures	Frame structures
Electrical Systems	More complex circuits and switches

Design and Technology is taught in Woolton Primary School as part of a Design and Technology curriculum week, using the afternoon sessions to complete their outlined project for the year group. Each term there will be a focused project for the children to delve into together, recording their ideas and investigations in their D&T exercise books, which they will build upon throughout school.