



Bournville School Curriculum Intent Statement 21-22

Design Technology

At Bournville, our intended aims are fulfilled by providing a broad, balanced curriculum offer while ensuring the progression in the development of conceptual knowledge and skills. The curriculum is mapped out so that they can master new mechanical skills as well as using other mediums such as textiles and food technology. Throughout both key stages pupils will become more confident using the design sequences which starts as a guided sequence and then as pupils become more familiar becomes more independent and complex with pupils having to apply science and mathematical skill and knowledge to effectively design and produce a product that will solve a problem.

The aims for teaching Design Technology in our school are:

- To develop pupils creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- To develop pupil's creativity and imagination so they design and make products that solve real and relevant problems
- To ensure pupils build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- To ensure pupils can critique, evaluate and test their ideas and products and the work of others
- To ensure pupils understand and apply the principles of nutrition and learn how to cook
- To make learning purposeful by creating a range of products in relevant contexts; the home, school, leisure, culture, enterprise, industry and the wider environment
- To fulfil the requirements of the National Curriculum for design and technology



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Design Technology Curriculum KS1 and KS2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		Food Tech – Healthy Lunchbox				Vehicles: Cars – moving wheels and axles
Year 2		Victorian Scene (Moving Pictures) Levers and Sliders	Design and make a Chocolate Bar		Textiles – Design and make a puppet	
Year 3		Cooking and Nutrition: Vegetable soup	Aqueducts - pullies			
Year 4		3D – Game		Textiles - Blanket		
Year 5			Warning alarm - Electronics		Solar System teaching tool – pullies and gears	
Year 6			Lego Programming			Cooking and Nutrition: BBQ