

DESIGN AND TECHNOLOGY

Design and Technology is important because “pupils learn how to take risks, becoming resourceful, innovative enterprising and capable citizens...High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.” (The National Curriculum). At Crabtree Junior, our aims are to ensure all pupils:

1. develop the creative, technical and practical expertise to participate successfully in an increasingly technological world
2. critique, evaluate and test their ideas and products and the work of others
3. understand and apply the principles of nutrition and learn how to cook.

To achieve these aims, we make sure that our pupils are given the following opportunities:

1. To design purposeful, innovative, functional and appealing products aimed at particular individuals or groups
2. To select from and use a range of tools and equipment and use these accurately to make their products
3. To evaluate their own and products against their own design criteria think of ways it could be improved upon
4. To build strong structures, use electrical systems in their products and apply their knowledge of computing to program, monitor and control their products.
5. To prepare and cook a variety of predominantly savoury dishes using a range of techniques

We encourage children to use and apply their knowledge and skills of Design and Technology across the curriculum.

The topics taught throughout the year in each year group are as follows:

	Autumn Term	Spring Term	Summer Term
Year 3	Mod roc Egyptian houses	Wooden photo frames	Viking ships made using a variety of material
Year 4	Narnia wardrobes	Roman catapults/Roman shields	Harpenden 3D High Street model
Year 5	Tudor purses Tudor Houses	3D turtles using papier mâché	Mayan houses
Year 6	WWII planes Make do and mend Air raid shelters WWII cookery	Mod roc figures	