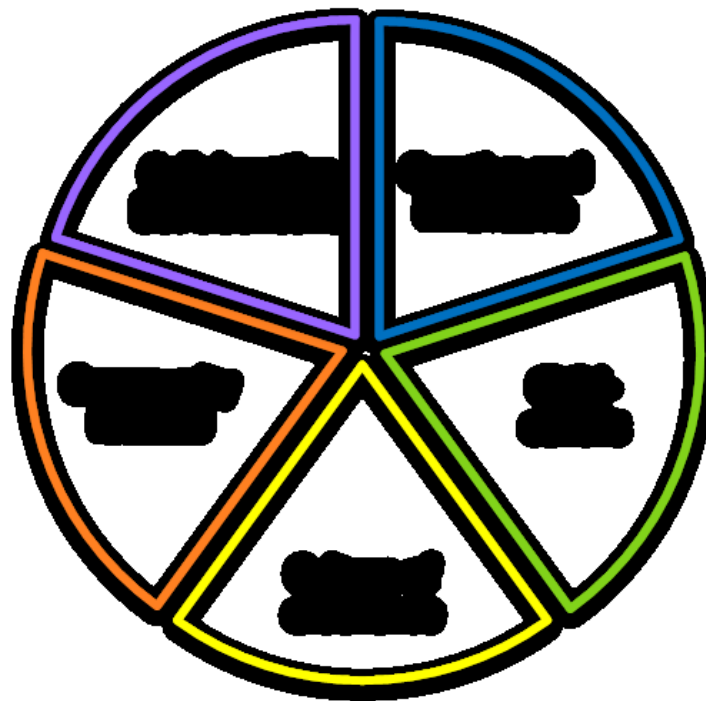




Design and Technology

Our TRUST Curriculum Principles

A Kaleidoscope Schools curriculum has been designed to enable children to develop wide knowledge/ skills and become well rounded and confident individuals who are curious and want to learn. Schools design and develop their own curriculums but encapsulate the following which are linked to the Kaleidoscope 5C's.



Intent

At Crockerne, we believe it is important for young children to be inspired by and informed about the different careers or hobbies available to them in later life. In our school, there could be the next best chef, fashion designer or engineer and it is our duty and passion to empower our children to believe that. Through our school's teaching of D&T, we give our children the opportunity to explore their own creativity and individuality. They learn about the process of designing, making and evaluating products and become more confident and thoughtful in each of these aspects as they progress through school. Nursery and Reception have lots of opportunity to explore and develop their D&T skills through continuous provision, enabling them to be creative in a safe, fun environment, both indoors and outside. They explore this through the areas in the Early Years Foundation Stage rather than the National Curriculum. Design and Technology:

- **Develops creative Thinking skills**
- **Develops practical and safe skills, using equipment and tools**
- **Promotes Technological Understanding**
- **Encourages Collaboration**

Implementation

The implementation of the primary Design and Technology curriculum involves a structured approach to ensure that pupils gain practical experience and theoretical knowledge. Teachers will deliver lessons that integrate hands-on activities with critical thinking exercises, allowing students to work through the processes of design, creation, and evaluation of their projects. Our design projects, with objectives taken from the National Curriculum, are closely linked to our learning themes, allowing children to make explicit links and be engaged with their work.

Impact

We use the KMAT Milestones to make a teacher assessment for each child at the end of the year, stating whether they are working Below, Towards, At or Above the expectations for their age. This is reported to parents in a written report.



Computing National Curriculum Milestones (Trust Milestones)

Key Theme	Reception	KS1 (Y1–Y2)	KS2 (Y3–Y4)	KS2 (Y5–Y6)
Creative Thinking	Begin to explore ideas and use imagination to create simple designs.	Generate ideas and plan designs with increasing detail.	Develop innovative ideas and create detailed design plans.	Refine ideas and create complex design solutions.
Practical Skills	Develop basic skills in cutting, joining, and assembling materials.	Improve skills in measuring, cutting, and joining materials accurately.	Enhance skills in using a variety of tools and techniques for making products.	Master advanced techniques in making and finishing products.
Technological Understanding	Understand the basic functions of everyday objects.	Explore how different materials and components work together. Evaluate a range of products	Investigate how technology can be used to solve problems.	Analyse the impact of technology on society and the environment.
Collaboration	Work together in small groups to complete simple projects.	Collaborate effectively with peers to design and create products.	Work in teams to design, make, and evaluate products.	Lead and manage group projects, ensuring effective teamwork.
Safe Practices	Learn to use tools and materials safely under supervision.	Understand and follow safety rules when using tools and materials.	Demonstrate safe practices independently when using tools and materials.	Apply safety knowledge confidently and teach others about safe practices.
Cooking and Nutrition		Understand where food comes from. Use basic principles of a healthy and varied diet to prepare dishes. Begin to develop simple food preparation skills.	Understand and apply the principles of a healthy and varied diet. Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques focusing on food safety.	Understand seasonality and know where and how a variety of ingredients are grown, reared, caught, and processed.



Whole School D&T Overview

	Autumn	Spring	Summer
EYFS / Reception			
Year 1 & 2 Cycle 1	Cooking – Healthy Sandwiches Christmas cards with moving parts	Bridges Sawing wood	Textiles – sewing Making puppets
Year 1 & 2 Cycle 2	Moving toys – axels and wheel Moving Fire engine	Pneumatics Egg box dragon head	Sewing Cooking
Year 3 & 4 Cycle 1	3d Materials - Clay (Roman pots and tiles)	Motorised Vehicles - cams	
Year 3 & 4 Cycle 2		Cookery Skills	
Year 5 & 6 Cycle 1	Cookery Skills – changing 1 ingredient Wartime Cookery	Textiles – using a sewing machine Botanical Art	
Year 5 & 6 Cycle 2	Architecture Study Frank Gehry	Food production Where our food comes from, food miles, trade, processing	Theatre Show Box Pulleys, mitre joints, sewing