



Gresham Primary School
Design & Technology
Learning Journey



Understanding

Being Human

How to plan and prepare a healthy meal

What Price Progress

About the types of technology we use in our daily lives

About technology that is being developed for the future

How to evaluate existing technology against agreed criteria

How to design and make our own future technology to meet a need

How to evaluate each other's' designs

Fascinating Forces

How to make a sailing boat or flying paper plane

Out of Africa

What foods early humans ate, grew and cooked

About prehistoric food and cooking techniques

Full Power

How to design a car's headlights, horn and fan

Knowledge and Skills

Confidently:

3.01 Know that technology affects people's lives

3.02 Know how the lives of people in the host country are affected by the extent of technological advance

3.03 Know how the lives of people in their home country are affected by the extent of technological advance

3.04 Be able to respond to identified needs, wants and opportunities with informed designs and products

3.05 Be able to gather and use information to suggest solutions to problems

3.06 Be able to devise and use step-by-step plans

3.07 Be able to consider the needs of users when designing and making

3.08 Be able to select the most appropriate available tools and materials for a task

3.09 Be able to work with a variety of tools and materials with some accuracy

3.10 Be able to test and evaluate their own work and improve on it

3.11 Be able to investigate the way in which simple products in everyday use are designed and made and how they work

3.12 Be able to evaluate the effectiveness of simple products in everyday use

3.13 Understand the need for accurate design and working

3.14 Understand the ways in which technology can be used to meet needs, wants and opportunities

3.15 Understand that different techniques, tools and materials are needed for different tasks

3.16 Understand that the quality of a product depends on how well it is made and how well it meets its intended purpose

Milepost 3

Design & Technology



Understanding

Bake It

How to design and make a new brand of food

Existing, Endangered, Extinct

How to make our own compost bin

Earth as an Island

About the different food groups and their importance in our diets

How different foods come from different places, and why that is

How to keep safe when preparing food

How to prepare simple savoury dishes from islands around the world

How to plan, create and evaluate an island-inspired dish

Look Hear

How to make an elastic-band guitar

Knowledge and Skills

Begin to:

3.01 Know that technology affects people's lives

3.02 Know how the lives of people in the host country are affected by the extent of technological advance

3.03 Know how the lives of people in their home country are affected by the extent of technological advance

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3.15 Understand that different techniques, tools and materials are needed for different tasks

3.16 Understand that the quality of a product depends on how well it is made and how well it meets its intended purpose



Understanding

Land, Sea, Sky

How to set up an aquarium

Bright Sparks

How to make a house with lighting and a door buzzer

Different Places, Similar Lives

How people, food and water are transported

How wheels, levers, pulleys, slides and floats work

About the development of the motor car and how it has changed the world

Feel The Force

How to design and make a marble run

How to add sounds, lights and control mechanisms to a structure

Let's Plant it

How to make a garden obelisk

All Aboard

How technology has changed over time

How to plan and prepare savoury biscuits like railway journey snacks of the past

How to design and make food packaging

Turn it Up

How to play a simple tune on the recorder

Knowledge and Skills

Confidently:

2.01 Know that the way in which products in everyday use are designed and made affects their usefulness

2.02 Be able to design and make products to meet specific needs

2.03 Be able to make usable plans

2.04 Be able to make and use labelled sketches as designs

2.05 Be able to use simple tools and equipment with some accuracy

2.06 Be able to identify and implement improvements to their designs and products

2.07 Be able to identify the ways in which products in everyday use meet specific needs

2.08 Be able to suggest improvements to products in everyday use

Milepost 2

Design & Technology

Understanding

How Humans Work

How to plan and prepare a healthy meal

Scavengers and Settlers

About the types of foods that the first farmers would have grown

How we can update the dishes that the early settlers may have eaten

Shake it

How to design and make a hand whisk

Knowledge and Skills

Begin to:

2.01 Know that the way in which products in everyday use are designed and made affects their usefulness

2.02 Be able to design and make products to meet specific needs

2.03 Be able to make usable plans

2.04 Be able to make and use labelled sketches as designs

2.05 Be able to use simple tools and equipment with some accuracy

2.06 Be able to identify and implement improvements to their designs and products

2.07 Be able to identify the ways in which products in everyday use meet specific needs

2.08 Be able to suggest improvements to products in everyday use





Understanding

Live and Let Live

How to make and design a bird feeder

The Magic Toy Maker

About 'magic' toys that fool our eyes

How to design and make our own board game and puppets

How to test our vehicles to see how well they work

Buildings

How to make picture frames and models of houses

How to make a slider mechanism

Push Me, Pull You

How to design a toy that uses pushes and pulls

Look and Listen

How to design and make a drum

Time Travellers

About favourite meals from 50 years ago

From A to B

How to make a 'vehicle' to transport a small toy

How to make plans for vehicles

About food groups and healthy eating

It's Shocking

How to design and make a torch

Knowledge and Skills

Confidently:

1.01 Know that products in everyday use have an effect on people's lives

1.02 Be able to plan what they are going to make

1.03 Be able to describe their plans in pictures and words

1.04 Be able to use simple tools and materials to make products

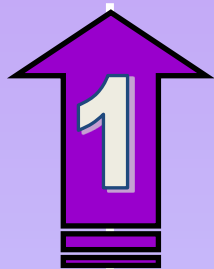
1.05 Be able to choose appropriate tools and materials for their tasks

1.06 Be able to comment on their own plans and products and suggest areas of improvement

1.07 Be able to comment on the usefulness of products in everyday use

Milepost 1

Design & Technology



Understanding

Treasure Island

About the foods pirates ate

About where food comes from in the world

About a healthy diet

How to plan a pirate packed lunch

What's it Made of?

How to plan and design a classroom makeover

Green Fingers

How to make a watering device

A Day in The Life of

How to make vehicles for our street map

How to make a uniform for one of our characters

How to plan a healthy snack for one of our characters

Knowledge and Skills

Begin to:

1.01 Know that products in everyday use have an effect on people's lives

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1.03 Be able to describe their plans in pictures and words

1.04 Be able to use simple tools and materials to make products

1.05 Be able to choose appropriate tools and materials for their tasks

1.06 Be able to comment on their own plans and products and suggest areas of improvement

1.07 Be able to comment on the usefulness of products in everyday use