DT Learning Journey

Believe, Achieve, Succeed.
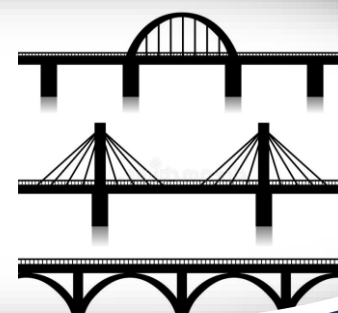
Maybury Primary School — Believe. Achieve. Succeed.

Transition to Secondary School

Phone Case (Textiles)

Fairgrounds (Electrical Structures and CAD)

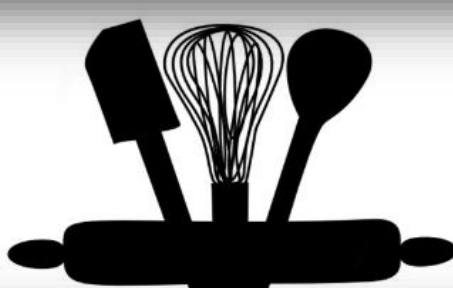**Design and cook a healthy balanced lunch (Cooking and Nutrition)**

Year 6

Autumnal Healthy soup (Cooking and Nutrition)

Design a Room (computer aided design)

Bridges (Structures)

Year 5

Electrical Buzzer game (Electrical structures)

Savoury Pastries (Cooking and Nutrition)

'Marbulous' Structures (Structures)

Year 4

Pneumatic monsters (Mechanical systems)

Rainforest Animals (textiles)

Baking bread (Cooking and Nutrition)
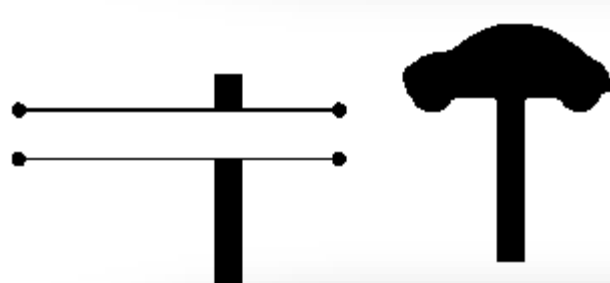
Year 3

Healthy Sandwich for a Teddy bears picnic (Cooking and Nutrition)

Building a house for the three little pigs (3d structure)

Vehicles Wheels & Axiles

Moving pictures (mechanisms – sliders and levers)

Puppets (textiles – templates and joining)

Fruit Salad (Cooking and Nutrition)

Year 2

Year 1

In EYFS, Design and Technology skills are developed through the 'Expressive Arts and Design' and 'Fine Motor' Areas of Learning.
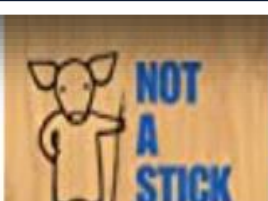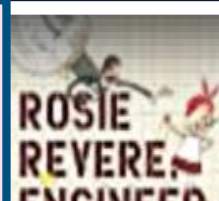The children are given a variety of experiences involving different media and materials and are taught to use a selection of tools correctly and safely. They are then encouraged to explore what they have learned within the setting.

EYFS

Textiles	Structures
Cooking & Nutrition	Computer aided Design
Mechanical Systems	

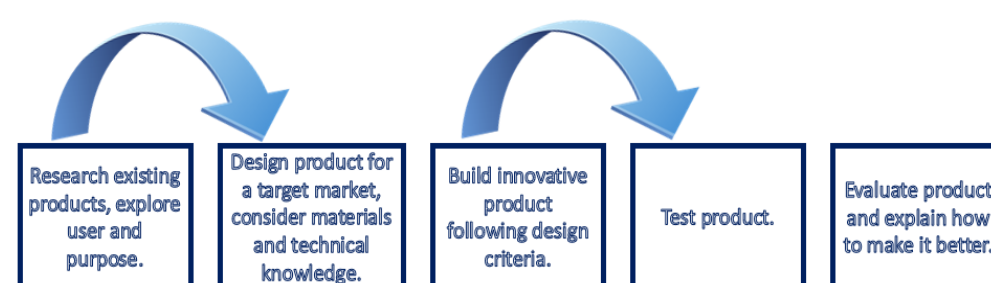ROSIE REVERE ENGINEER · Harvey the Carpenter · WHAT TO DO WITH A BOX · NOT A STICK · Let's Build a House

At Maybury we believe Design Technology is a key part of our broad and balanced curriculum. It is our intent for Design Technology to offer children the chance to use creative thinking and design within a defined purpose and tangible outcome. Through a variety of creative and practical activities, pupils at Maybury are taught the knowledge, understanding and skills needed to achieve a process of designing and making. At Maybury DT is carefully planned through the use of the 6 key principles to allow all pupils to succeed.

Design Technology Lesson Timeline

Research existing products, explore user and purpose. → Design product for a target market, consider materials and technical knowledge. → Build innovative product following design criteria. → Test product. → Evaluate product and explain how to make it better.

Information Technology