

Walsgrave C of E Academy
D & T Curriculum

Purpose of the Curriculum

(What will a high quality Design and Technology education do for our children?)

- *Inspire and challenge pupils to produce high quality DT*
- *To enable the pupils to experiment, invent and create their own work*
- *Become critical thinkers and develop a rigorous understanding of D&T*
- *Educate how D&T both reflects and shaped our history and contribute to the wealth of the nation.*

Aim of the Curriculum

(What does the Design and Technology curriculum aim to ensure all pupils know or can do?)

- *Produce creative work, exploring their ideas and recording experiences*
- *Evaluate and analyse creative works using language of craft and design*
- *Know about great craft makers and designers*

Key Stage 1 Curriculum Overview

✚ Knowledge of D&T designers

know different craft and designers

✚ D&T Skills

To be able to draw and sculpt to share ideas.

Knowledge of materials

To understand how to use a range of materials and how these can be used to create a craft or sculpture

Design and Technology vocabulary

To be able to use relevant D&T vocabulary when discussing ideas and experiences

Key Stage 2 Curriculum Overview

✚ Knowledge of D&T designers

To improve their understanding of a range of architects and designers and how their work has contributed to the wealth of the nation.

✚ Knowledge of materials

To improve their ability to select relevant materials for craft and sculpting projects.

✚ D&T skills

To draw, sculpt and reflect upon their work with greater analysis. Discussing experiences and changes they may have made.

D&T vocabulary

To improve their technical vocabulary



