

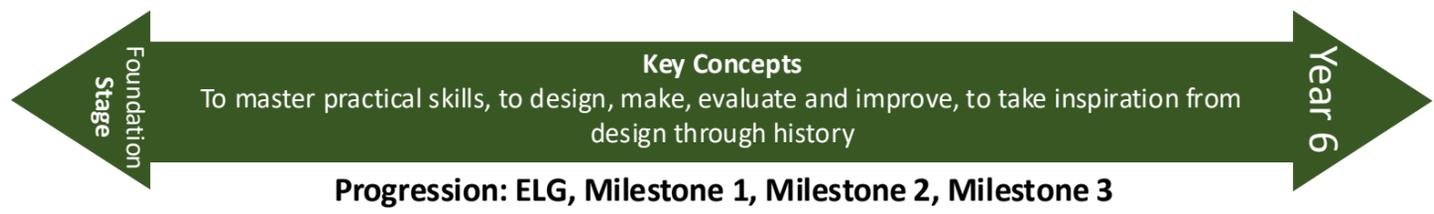
Our DT Pathway – skill development, understanding of materials, imaginative design



Design technology is the design and creation of a range of products.

As designers we learn to:

- Master practical skills - by developing the skills needed to make high quality products
- Design, make, evaluate and improve - by understanding that design is a process
- Take Inspiration from design throughout history - by appreciating how the design process has influenced things we use in everyday life.



Y5/6 Computing: Children will consolidate previous skills in computing lessons.

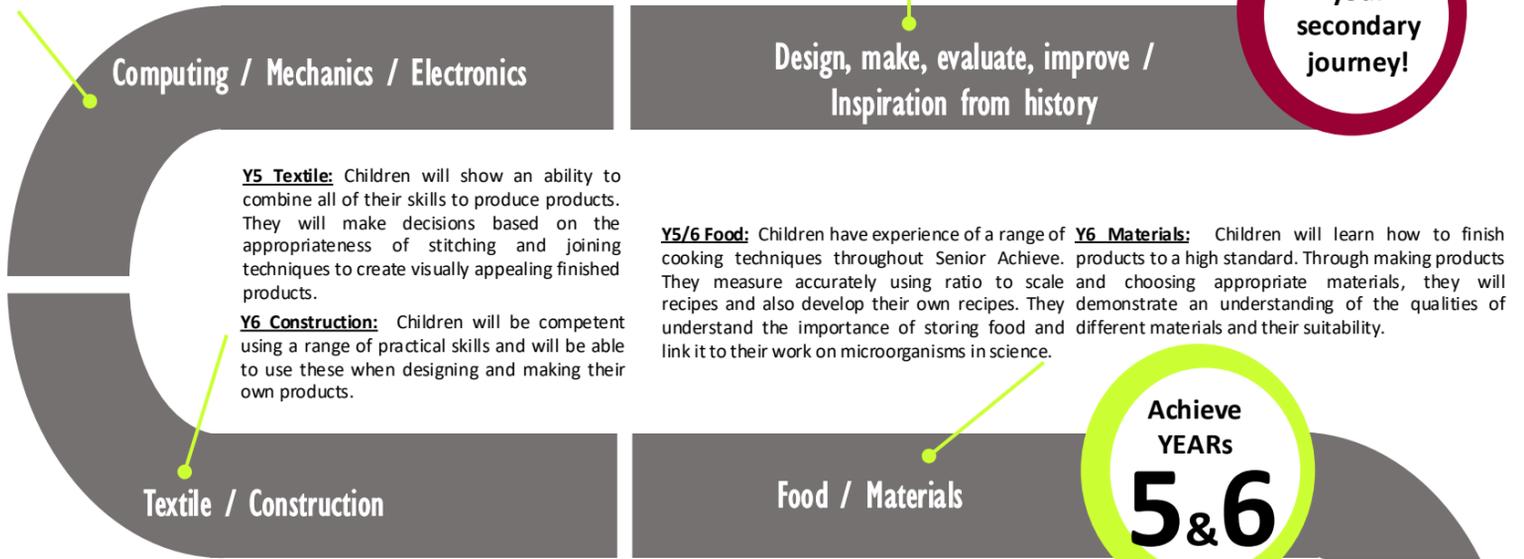
Y5 Mechanics: Children will use combinations of electronics and computing when designing and making products. They will also learn to convert rotary motion to linear using cams.

Y6 Electronics: Children will consolidate their understanding using a range of electronic kits using various components. This will link to their science curriculum.

Y5/6 DMEI: Children will design with a user in mind. Prototypes may be used to ensure children understand the design process and a range of computer software used to aid design. They will finish products to a high quality combining their skills in other subjects, such as art, computing and science.

Y5/6 IH: Using all their knowledge and inspiration from a range of designers, children design their own innovative products based on known products, justifying their own choices. They are able to evaluate their own work and suggest ways it could be improved.

Ready for your secondary journey!



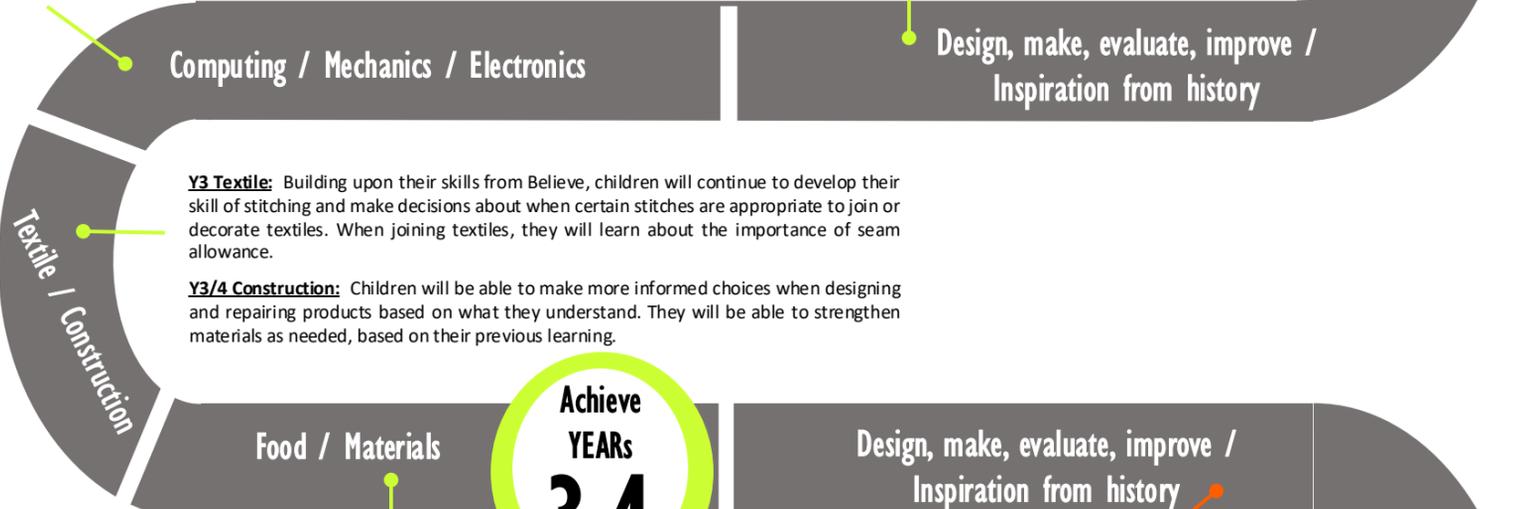
Y3/4 Computing: Children will build upon their skills developed in the Believe years in computing lessons.

Y4 Mechanics: Children will use their knowledge of forces from the science curriculum to choose appropriate mechanics when designing and making products.

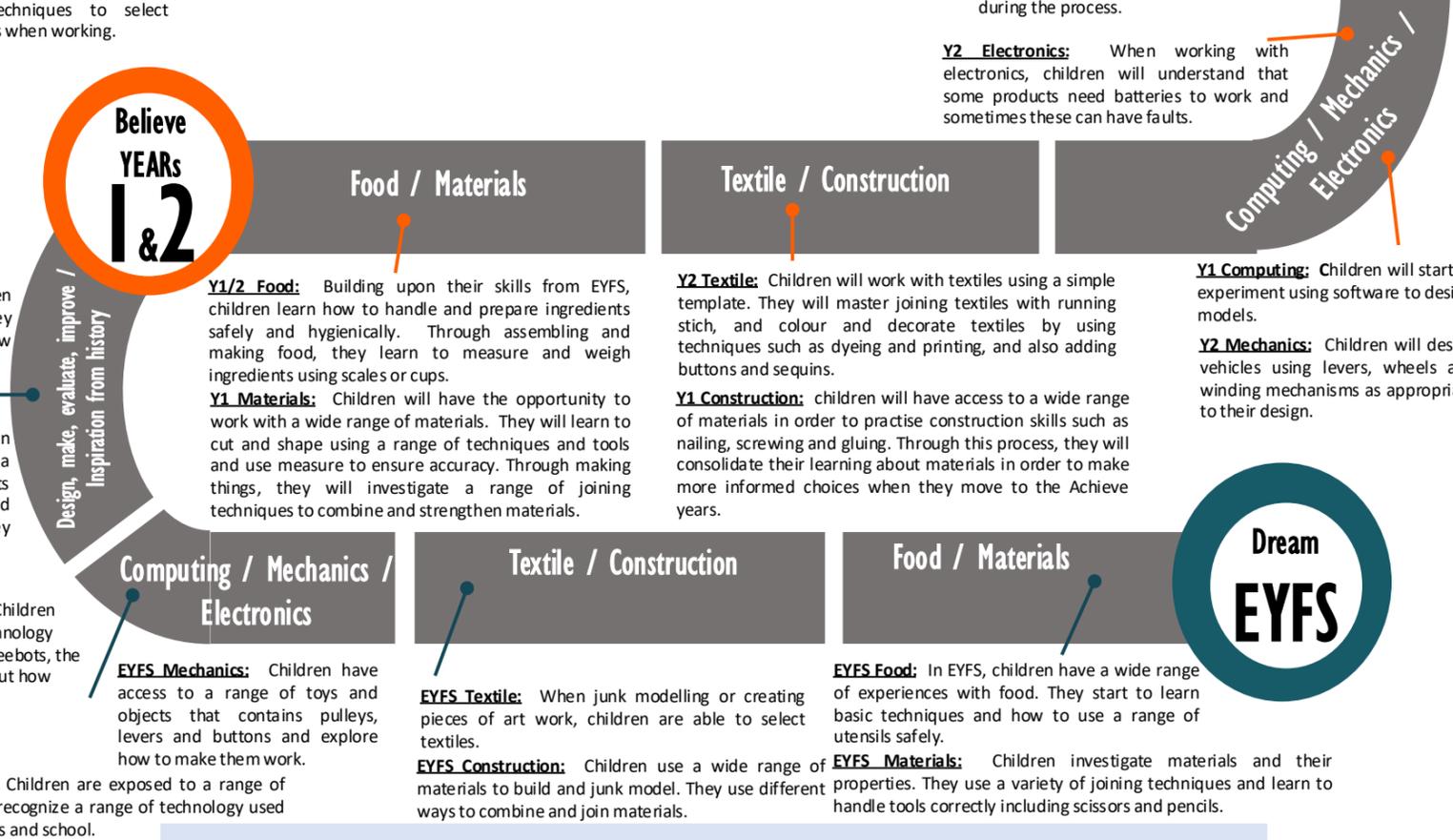
Y4 Electronics: Children will build upon their understanding of batteries as a source of power. They will make links with their science work and build series and parallel circuits.

Y3/4 DMEI: Building upon previous knowledge, children will build their understanding that products are designed because of a need or a gap in the market. They will revisit previous work on designers of transport and other major inventions studied in the Believe years. Using their knowledge and understanding of products, they will be able to select materials due to their properties and change and evaluate their designs as they work.

Y3/4 IH: Children will look at a range of designers linked to other areas of study. They will improve on their own designs and be able to explain why changes have been made. They will disassemble products to see how they have been created.



Believe YEARS 1 & 2



DREAM BELIEVE ACHIEVE – Together as Designers!