

**Design Technology study overview**

**Six principles of Design**

<b>User</b>	<b>Purpose</b>	<b>Functionality</b>	<b>Design decisions</b>	<b>Innovation</b>	<b>Authenticity</b>
Pupils should have a clear idea of who they are designing and making products for, considering needs, wants, values, interests and preferences. The intended users could be themselves or others, an imaginary or story-based character, a client, a consumer or specific target group.	Pupils should be able to clearly communicate the purpose of the products they are designing and making. Each product they create should be designed to perform one or more defined tasks. Pupils' products should be evaluated through use.	Pupils should design and make products that work/function effectively in order to fulfil users' needs, wants and purposes.	Pupils need opportunities to make their own design decisions. Making decisions allows pupils to demonstrate their creative, technical and practical expertise, and draw on learning from other subjects	Projects that encourage innovation lead to a range of design ideas and products being developed and are characterised by engaging open-ended starting points for learning.	Pupils should design and make products that are believable, real and meaningful to themselves and others.

**Our design process**

<b>Year group</b>	<b>Problem solving and design - <i>Identify the main issue or problem to be solved and suggest or formulate ideas leading to designs which may lead to solutions</i></b>	<b>Construction – <i>A combination of skills acquisition and application to build and make products from the design process.</i></b>	<b>Evaluation – <i>Explore and evaluate a range of existing products (which may contribute to the identification of problems and design process)</i> <i>Evaluate their own ideas and products against design criteria.</i></b>
EYFS			
1	Free standing structures- Angel of the North	Preparing food and vegetables- design a menu to serve to our grownups.	Wheels- Design a car (race them)- measure them to either be the fastest or to carry the most weight.
2	Sliders & Levers – Christmas card	Preparing fruit and vegetables. Fruit and vegetable Kebabs.	Templates & joining - (Textiles) puppets
3	Levers and Linkages	Food and a varied diet	2D to 3D – Make a Roman Purse
	Shell Structures – Design packaging	Food and Varied Diet - Spanish Focus	Simple Programming and Control – Create a lamp

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5	Steady Hand – Electrical Systems	Textiles – Making a stuffed toy	Come Dine with Year 5
6	Celebrating Culture and Seasonality	Frame Structures	Electrical Systems