Christopher Pickering Primary School

Design & Technology Intent by Area

Construction

In our construction units of work, pupils are taught the knowledge and skills needed to build and make structures for a range of authentic purposes and contexts.





Electronics

In electronics units of work, pupils learn the knowledge and skills needed to make products that are enhanced by a range of electrical components. Pupils will be reminded about the potential hazards of electricity and how to work safely.



3D Design and Printing

In our computer-aided design units of work, pupils are exposed to the world of new and ever-changing technology. They have the opportunity to generate and develop ideas using CAD software to produce 3D printed products that are innovative and have an authentic purpose.

Mechanisms

Whilst studying mechanisms in D&T, pupils will have the opportunity to investigate existing machines that incorporate mechanisms such as levers, sliders, wheels, axels and pulleys. They will learn and understand how machines have changed the world and history of technology.



Textiles

Through a variety of creative and practical activities, pupils will be taught the knowledge, understanding and skills needed to engage in various projects related to textiles. The children will cut and join textile materials in a variety of ways to create a desired final product. Within these units, children will develop skills in sewing and perfect a variety of stitches.





Cooking

Our pupils will be able to demonstrate how to live a healthy life, know the nutritional value of the food they consume, know where their food comes from and will be able to identify various foods that are in season and available locally.



Pupils will be taught how to cook and apply the principles of nutrition and healthy eating in a range of products. They will be taught crucial life skills and will learn how to use cooking equipment safely and effectively whilst working hygienically to produce an edible product for an authentic purpose.

