

Impact of the Crawley Green Primary School Curriculum



Design Technology

By the end of Key Stage 1, all pupils will:

- ★ Design a range of purposeful, functional, appealing products for themselves and others based on their design criteria
- ★ Have the opportunity to talk, draw and create templates and mock-ups to develop, model and communicate their ideas.
- ★ Choose from a range of tools and equipment and use these to perform practical tasks such as cutting, shaping, joining and finishing
- ★ Explore a wide range of materials and components, including construction materials, textiles and ingredients and use them according to their characteristics
- ★ Explore and evaluate a range of existing products and their own products.
- ★ Build structures and use mechanisms in their products.
- ★ Recognise, talk and prepare dishes which are healthy and varied.
- ★ Be confident in understanding where food comes from.

Developing cultural capital in design technology:

- ★ Pupils will use a range of tools and materials for different purposes in real life situations.
- ★ Use of skills in a cross curricular way i.e. to build upon their learning of animals including humans in Science.