

At Cringleford Primary School, we aim to provide a high quality Design and technology curriculum which will help prepare children for a future in an increasingly technological age. Our curriculum encourages creativity and builds strong links between other areas such as maths, science, engineering, computing and art.

Through the school, children design products within a real life context, observing stipulations. They practically explore ways to carry out their design and then they evaluate their finished product against a set of criteria.

There is a clear skills progression through the school which is monitored through photographic evidence.

Children learn basic cooking skills and are given an appreciation of the importance of nutrition.

Visitors from industry and educational visits enrich the children’s experience of Design technology. Such experiences show children potential opportunities in the STEM arena and to see the fundamental importance of effective design in our everyday life.

	Autumn	Spring	Summer
Year 1	Designing and making a sock toy – link with Science Materials topic.	Seaside themed Moving Picture	
Year 2	Chinese Lanterns (launch activity) Dragon Puppets Design and make a shoe for the shoemaker	Superhero Cape Cookery - Pudding Lane Cake	Cookery – Healthy Fruit Kebab
Year 3		Cookery - Edible Gardens Kite making	Flap books: Rainforest Layers Leverage – Pull the tab persuasive poster
Year 4	Build Anglo Saxon houses		Electronic Museum Scene Weaving – Coastal scene
Year 5	Sewing – Felt Christmas Decorations	Mod Roc 3d Animals Cookery – Tudor Bread	Make a Harry Potter Wand and its container
Year 6	Sewing – Felt Key rings	Cookery - Tzatziki	Woodwork and Electronics – Fairground Rides