Design & Technology Long Term Plan 2024-25

Design & Technology

At Gilbert Colvin Primary School we use Design and Technology (D&T) as part of our enriched curriculum. Pupils are enabled to become independent, creative, problem solvers whilst developing their technical knowledge and understanding of a range of tools and methods.

Teaching and Learning

At Gilbert Colvin, the Design and Technology breadth of study is mapped to ensure full coverage of the National Curriculum with the key concepts underpinning the teaching and learning cycle. The key concepts for D&T include: mastering practical techniques, understanding key vocabulary and technical knowledge and the designing, making and evaluating process. The technical skills we teach encompass the following areas: Structures, Mechanisms and Mechanical Systems, Textiles, Food and Nutrition and Electrical Systems.

We promote pupils' creativity, imagination and innovation by viewing design inspiration from others to create products within a variety of contexts - considering their own and others' needs, wants and values.

To support planning, we use the DT Association's Projects on a Page. Our units are carried out in three/four main annual DT projects and are presented in Design Booklets. Each of our project booklets are put in their personal portfolio folder, which will move with each student up the school.

Prior Learning		
Technical Knowledge, Vocabulary, Design Inspiration		
Design	**Make**	**Evaluate**
During this stage pupils will understand contexts, users and purposes of a product.

Pupils will generate, develop, model and communicate their ideas using a range of medium. | In this phase, pupils will plan and establish what the key features of the product will be; what materials should be used; and how they will be shaped and reinforced. Pupils will be making choices throughout the process and testing and evaluating. They will be encouraged to consider durability, performance and sustainability, as well as aesthetics in their designs.
Pupils will learn a range of practical skills and techniques and have exposure to a range of tools and resources. They will make choices in how to cut, join and strengthen. They will become increasingly accurate in measuring, cutting and preparing different materials for use. | Pupils will evaluate the designs of professionals and peers, existing products and the effectiveness of their own mock ups and creations. |
| **Final Product (or improved version) & Final Evaluation** | | |

Assessment

DT learning is recorded in children's DT booklets, through photographic records and physically made products. Teachers assess pupil's knowledge, understanding and skills in design and technology by making observations of the children working during lessons. We ensure that pupils understand the threshold concepts and encourage pupils' to be critical of their own work - highlighting their own next steps. It is our mission to provide children with the right tools to learn how to take risks, become more resourceful, innovative, enterprising and capable citizens.

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Enrichment & Cultural Capital

At Gilbert Colvin, we believe that enrichment opportunities are vital in creating a creative curriculum and so plan in activities throughout the year.
We develop our understanding of Design and Technology by taken part in national themed days, events and competitions as well as trips to museums.

Yearly Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		Mechanisms		Cooking and Nutrition	Textiles	
Year 2	Mechanisms	Textiles		Structures	Cooking and Nutrition	
Year 3	Cooking and Nutrition		Mechanical Systems			Textiles
Year 4	Structures		Structures (CAD)		Electrical Systems	Mechanical systems
Year 5	Mechanical Systems			Mechanical Systems		Textiles (Additional -CAD & Textiles)
Year 6	Structures	Electrical Systems (Additional - monitoring and control)				Cooking and Nutrition

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