



Kilmington Primary School DESIGN TECHNOLOGY LEARNING JOURNEY



Year B: Design an electrical greeting card

Year B: What could be healthier?

Year B: Design playground equipment

In year 3 and 4, 5, 6: Children evaluate through investigating and analysing a range of existing products. Children apply their understanding and technical knowledge to improve their product. Children develop an range of cooking techniques based on the principals of a healthy and varied diet.

Year A: Design a stuffed toy

Year A: Automata toys (cams, follower, axle)

Year A: Come dine with me—create a three course meal

Years:
5/6
Ospreys

Year B: Making a slingshot car

Year B: Adapting a recipe

Year B: Making torches

In year 3 and 4, 5, 6: Children design product using research and design criteria they communicate their ideas through discussion and planned diagrams. Children make their products using a wider range of tools and equipment considering the functional qualities aesthetic qualities needed.

Years:
3/4
Jackdaws

Year A: Eating seasonally

Year A: Constructing a castle

Year A: Making cushions, including applique

Year A: Make a fairground wheel
Year B: Make a pouch (sewing)

Year A: Balanced diet
Year B: Make a moving book

Year B: Make a moving dinosaur

In year 1 and 2: Children will design purposeful, functional products, based on design criteria generate develop and communicate ideas through different mediums, Children make through selecting and using a range of tools and equipment.

Year A: Make a puppet dressed for the Poles.
Year B: Build a windmill

Year A: Make a toy car
Year B: Make a chair

Year A: Fruit and vegetables—design healthy meals
Year B: Make puppets to tell a story

Years:
1/2
Kingfishers

Children select and use a wide range of materials and components. Children evaluate through exploring with their ideas against a design criteria. Children develop their technical knowledge through exploration. Children learning through cooking and understand the basic principles of a healthy and varied diet. Children learn to develop their culinary skills

Year A: Making a bug hotel
Year B:

Year A: Environmental art / construction
Year B: Make our own farm

Year A: Ugly bug ball (make decorations and costumes)
Year B:

Children will develop their understanding of expressive art and design through using creativity and imagination to explore the visual textile and sensory qualities of food, materials and processes.

Years:
EYFS
Pipits

Year A: Making houses
Year B: Introduction to collage

Year A: Making shadows (with puppets)
Year B: Celebration art, Christmas decorations

Year A: Gingerbread challenge
Year B:

