



Curriculum Road Map – Morland Area C of E Primary School



Design Technology:

Designing

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Year 1:

Draw on own experiences to help generate ideas, and suggest ideas to an adult within a group and explain what they are going to do. Identify what they want to make and who will be the target audience.

Skills: Research ideas, model ideas on paper using printed pictures or basic drawings.

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Year 3:

Generate ideas for a product considering purpose and audience and establish criteria for a successful product. Plan order of working before starting. Explore, develop and communicate design idea by modelling ideas.

Skills: Make drawings with labels in design stage, practice modelling a pro-to type. Begin to use ICT to draw some design ideas.

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Year 4:

Generate ideas, considering purpose for designing product. Develop a clear idea of project plan, materials, equipment and process, alternative methods of making.
Skills: Make labelled drawings showing specific features; identify which tools/materials needed independently. Use annotated sketches and cross-sectional drawings to develop and communicate their ideas.

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Nursery:

Develop own ideas and decide which materials to use.
Skills: Select materials and discuss with an adult what they want to make.

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Year 2:

Generate ideas by drawing on their own and other people's experiences.. Develop ideas through discussion, observations, research drawing and modelling. Identify a purpose for their product and identify a simple design criterion.

Skills: Make simple drawings, label parts, and possible materials.

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Reception:

Develop own ideas through experimentation with a range of materials.

Skills: Communicate design ideas within a small group and to an adult.

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Year 5:

Brainstorm ideas, identify purpose for product, and develop clear ideas for a project plan thinking about materials, equipment and process and alternative methods of making. Use investigations, research (including ICT) when developing design ideas.

Skills: Draw up specification for product, develop designing skills on ICT programmes.

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Year 6:

Explore, develop and communicate aspects of their design proposals by modelling their ideas in a variety of ways.

Skills: Develop design specification, communicate ideas through detailed labelled drawings, developing and enhancing model pro-to types, plan the order of their work, chose appropriate materials, tools and techniques.

