

Iver Village Infant Academy Curriculum

Design and Technology Overview		Subject Overview 2023 - 2024	
Key Concepts	Master practical skills Design, make, evaluate and improve Take inspiration from design throughout history	Topics covered: Food Materials Textiles Electronics Mechanics Computing	
Objectives to cover (Directly from NC)	Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment]. Pupils will be taught to: <ul style="list-style-type: none"> • design purposeful, functional, appealing products for themselves and other users based on design criteria • generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology • select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics • explore and evaluate a range of existing products • evaluate their ideas and products against design criteria • build structures, exploring how they can be made stronger, stiffer and more stable • explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. 		
	Autumn Term	Spring Term	Summer Term
Year 1	Cooking/ healthy eating	Moving pictures: sliders and levers	Ships: mechanisms
Year 2	Fire Engines: axles and mechanisms	Cooking- healthy eating	Textiles and sewing