

Celebrating DT

Subject Review 2022-23



ABBAY MEAD
PRIMARY ACADEMY

Subject intention

- Design and Technology

Design & Technology enhances the curriculum by providing a practical emphasis that enables children to be creative and productive in a tangible way. Children engage in the investigating, designing, making and evaluating of products using a variety of appropriate skills and materials in different situations. Through Design & Technology activities they will become more aware of the modern world and the impact technology has on everyday life.

EYFS DT



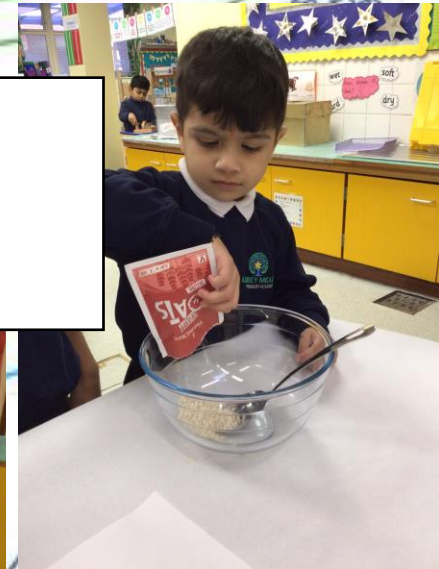
Make imaginative and complex 'small worlds' with blocks and construction kits



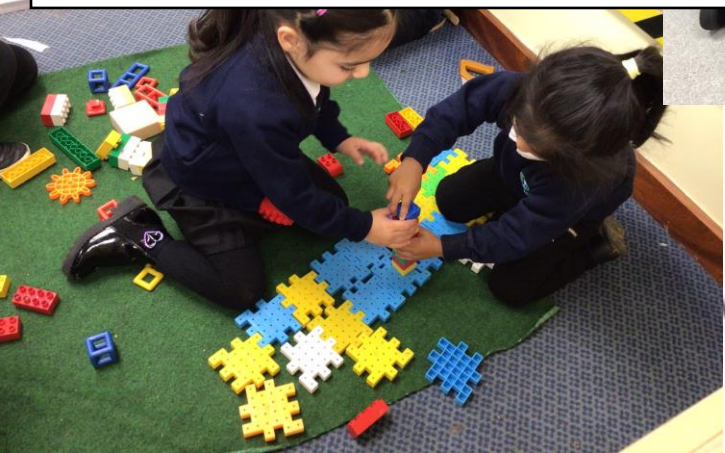
Develop their small motor skills so that they can use a range of tools competently, safely and confidently.



Recognise massed of familiar foods. Use simple terms to describe the foods.



Create collaboratively, sharing ideas, resources and skills.



Year 1 DT

- <https://twitter.com/i/status/13348538619080253>

Design brief:

Design and build a robot using a range of recycling materials. Think about what materials you can use for the different parts of the robot and how you will build them together.

Year 1 showed incredible teamwork skills and followed their design plan to create these robots!



Ms Surani AMPA @MsSurani · 4 Dec 2020

1MS have demonstrated Teamwork, Creativity and Resilience to design and build these amazing junk model robots #DesignAndTechnology #Creativity #Resilience #TeamWork #TMET #YEARONE #1MS 🇬🇧 @AbbeyMead_TMET



Year 1 DT



Skills achieved:

- Understand where food comes from.
- Follow a recipe.
- Prepare simple dishes-safely and hygienically.
- Cut ingredients safely.



Design brief:

Year 1 were learning to follow step by step instructions to create garlic bread using herbs from the edible playgrounds. This also supported them in English when writing instructions.



Year 2 DT



Design brief:

You need to create a seaside diorama to show the physical and human features of the seaside.

Cross Curricula:

Creating an object to resemble a boat. It should float in the water and hold some weight.

Skills achieved:

Year 2 used their amazing design skills to make these fantastic dioramas. They demonstrated a range of joining and shaping techniques such as gluing, taping, creating hinges, tearing and folding. Stitching to make Halloween decorations



Year 3 DT

Design Brief:

You need to design an eggless, nut-free cake inspired by a volcano. It should have interesting texture and flavour that might remind you of a volcano, not just appearance.

Skills Achieved:

Talk about how closely their finished product meets their design criteria.

Measure and weigh ingredients using cups and then scales

Plan a sequence of actions to make a product.



The journey of 3SS making their volcanic cakes 🍰

Abbey Mead Primary Acade...
@AbbeyMead_TMET

Year 3s topic is great fun at the moment! They need to research, design, create and evaluate a cake that is inspired by a volcano. 🌋 🍰
3SS began by thinking of team names and then went onto testing different flavours to assess which they will use for their product.

Year 4 DT

Design Brief:

Design and create a Viking boat that should be able to float on water. The boat needs to be made of natural resources such as wood.

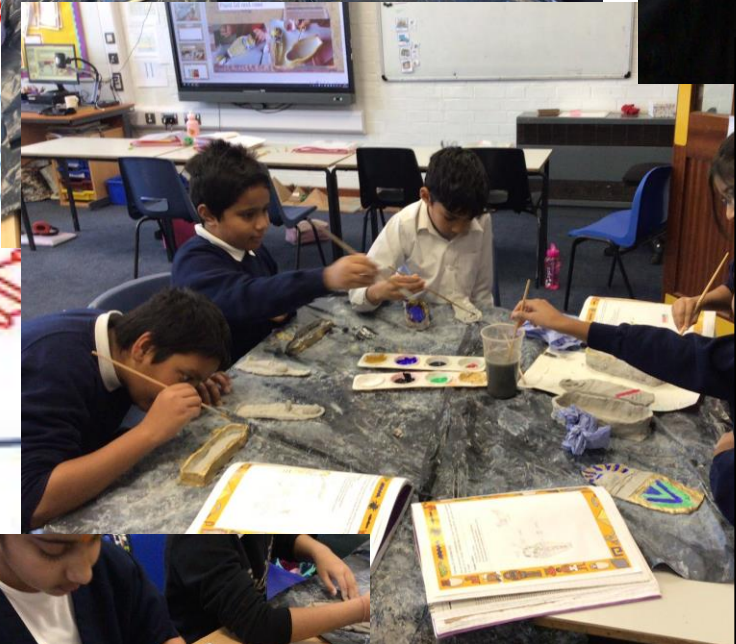


Year 4 experimented and learnt how to saw wood using a clamp, they learnt how to use a glue gun and operate these using safe protocols.

Skills Achieved:

- Measure and mark out to the nearest mm
- Investigate how to make structures more stable e.g by widening the base.
- Refine work and techniques as work progresses, continually evaluating the product design.
- Identify strengths and weaknesses of their design ideas.
- Talk about how closely their finished product meets their design criteria and meets the need of the user
- Investigate existing products, including drawing them to analyse and understand how they are made.
- Plan a sequence of actions to make a product.

<https://twitter.com/i/status/1410238601149960196>



Year 5

Cross-curricula DT and ART - Design and sculpting sarcophagi.

DT

Generate, develop, model and communicate their ideas through discussion, annotated sketches,

ART

- Plan a sculpture through drawing and other preparation work before starting the project.
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- Create sculpture and constructions with increasing independence.

Food technology –

- Independently follow a recipe
- Measure and weigh ingredients to the nearest gram and millilitre;

