

# Design and Technology Report for Governors

2024

## Curriculum Coverage


This year, D&T has undergone big changes and improvements to ensure the planning and progression is of high standards and matches that of other foundation subjects at Mersey Park. We have updated all the planning to a new, more detailed form which includes knowledge split into disciplinary and substantive. The new planning highlights key areas such as success criteria, cross curricular links, vocabulary, SMSC links and shows clear progression from Early Years right through to Year 6. Most of our units have remained the same, with some additional projects such as a steady hand electric game (YR6) and Victorian pin cushions (YR3).



Alongside the planning, we have also developed new knowledge organisers for each unit and matching knowledge booklets for the children to complete in the lesson. This includes each D&T stage of: research, planning, making and evaluating. We are hoping to provide each child with a 'design portfolio' that they will take with them throughout school. We are also in the process of developing an effective form of assessment to enable us to monitor the children's progress through each stage; planning, making (skills and techniques) and evaluation.

### Year 4 DT Textiles - Soft Toy Rabbit

**People**



**Richard Steiff**  
A German designer, known for creating one of the first teddy bears.


**Skills**

1. Measuring
2. Cutting
3. Threading
4. Sewing
5. Stuffing
6. Applique

**Vocabulary**


1	<b>accurate</b>	Neat, correct shape, size and pattern with no mistakes
2	<b>appendage</b>	Something attached to a larger or more important thing
3	<b>blanket stitch</b>	A sewing technique that joins two pieces of fabric together
4	<b>design criteria</b>	To help designers focus their ideas and test the success of them
5	<b>detail</b>	The small features of an object
6	<b>evaluation</b>	When you look at the good and bad points about something, then think about how you could improve it
7	<b>fabric</b>	A natural or man-made woven or knitted material that is made from just fibres, animal fur or synthetic materials
8	<b>sew</b>	To join or fasten by stitches made using a needle and thread
9	<b>shape</b>	The form of an object
10	<b>stuffed toy</b>	A shape or other fabric sewn together and filled with flexible material. Also known as plush toys or stuffed animals
11	<b>stuffing</b>	Soft material used to fill cushions and stuffed toys
12	<b>template</b>	A exact mode of wood, plastic or paper used for making many copies of a shape or to help cut material accurately

There are different techniques to be used when creating your soft toy:




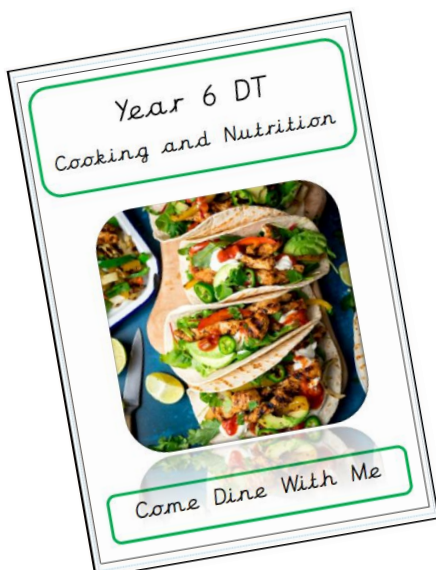
Cross-stitch    Running-stitch    Blanket-stitch

**Applique** a type of textile work where small pieces of cloth are sewn or stuck in a pattern onto a larger piece.




**Did you know?**  
The teddy bear was invented in honour of Theodore Roosevelt, the 26<sup>th</sup> US President in November 1902.





### Year 6 DT Cooking and Nutrition - Come Dine With Me

**People**



**Auguste Escoffier**  
Revolutionized French cuisine by emphasizing discipline, precision, and streamlining production in professional kitchens.

**Skills**


- Slicing
- Dicing
- Measuring
- Frying
- Grilling
- Simmer

**Vocabulary**


1	<b>accompaniment</b>	Something which goes well together with other foods and drinks
2	<b>cookbook</b>	A book which contains recipes to make various dishes or foods
3	<b>cross-contamination</b>	When something harmful spreads from one food to another
4	<b>farm</b>	Land or water used to produce crops or raise animals for food
5	<b>ingredients</b>	Items that make up a mixture e.g. foods that make a recipe
6	<b>flavour</b>	How food or drink tastes (e.g. sour, bitter, sweet, salty)
7	<b>method</b>	A way of carrying out a certain process, following a set of instructions
8	<b>nationality</b>	Belonging to a certain group of people in a particular country
9	<b>processed</b>	When foods are passed through multiple processes in a factory to change or preserve it so it keeps for longer
10	<b>reared</b>	To breed and raise livestock e.g. cows
11	<b>recipe</b>	A set of instructions for making or preparing a food item or dish

**Farm to Fork**

The process of how our food goes from being grown to our plates. It attempts to improve direct contact between local sellers and shops/ restaurants etc.



Many countries have **traditional dishes**. For example: India is known for hot curries, whilst England is known for fish and chips which were historically served in a newspaper.





Each topic in D&T has a cross-curricular theme, but the focus is teaching the skills and knowledge of design and technology, ensuring these are built on from previous years. Pupils are taught how to research, design, make and evaluate throughout a project, develop their construction skills and use of electrical and mechanical systems. A statement of intent in DT can also be found on the school website, along with the DT curriculum maps. This year, we have also invested in more high quality D&T resources such as hack saws and drill bases. This allows safer and more practical lessons to be taught with greater confidence.

In Foundation Stages, pupils regularly experience many aspects of design and technology, through construction play and exploration, workshop area, cookery and food tasting and motor skill activities, such as threading beads.

The following projects were completed in 2023/2024:

**Year 1:** Watermelon Pizza, Hand Puppets and Seaside Levers and Sliders

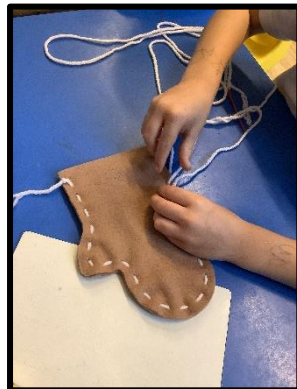
**Year 2:** Potato Salad, Moving Vehicles (with wooden chassis) and Medal Pouches.

**Year 3:** Pizza, Moving Books (levers and linkages) and Punch and Judy Puppets.

**Year 4:** Healthy Soup, Light Box with electrical circuit and Rabbit Toy.

**Year 5:** Scouse Stew, Water-bottle Carrier and Mayan Moving Cam Toy.

**Year 6:** Stir-fry/ Fajitas, Fruit Smoothie, Felt Pencil/ Phone Cases and Bridges with gear/pulley system.



### Clubs and extra-curricular

Our KS1 Healthy Eating Club was a big hit in spring term, with lots of lovely recipes made including: veggie pittas, fruit sundaes, courgette sushi and smoothies. We also had a textiles club where the children enjoyed weaving wool, creating pom poms and making bunnies. Both KS1 and KS2 enjoyed an Art and Crafts club practising many skills including measuring, cutting and designing.



## Monitoring & Evaluation

In Design and Technology, monitoring has taken place throughout the year and the year's D&T coverage was evaluated as part of a staff meeting, identifying ways forward for teaching and resourcing D&T next year. Lesson observations and Pupil Voice interviews have been carried out as each year group has completed their three projects. The children have shown good recall of previous projects and learning, including the names of tools/equipment and understanding of the design process. These will be continued next year with the new planning.



## Display

Design and Technology displays around the school show the whole process from research to evaluation. These can be seen through the key stages, including a main hall display about healthy eating for lunchtimes.

## CPD

SIL termly briefings regularly attended by co-ordinator (Autumn, Spring and Summer 2023/24).

Kapow D&T training completed 24.4.24

Whole school staff meeting completed on 18.6.24 by BJ to inform staff of new planning, resources and updated curriculum.

B Jones

July 2024

### **End of Year Data July 2024**

	% below expectation	% At expectation	% Above expectation
<b>Year 1</b>	18.9	74.1	3.4
<b>Year 2</b>	11.4	56.7	30
<b>Year 3</b>	13.3	66	20
<b>Year 4</b>	1.6	67.2	29.6
<b>Year 5</b>	10.2	72.9	16.9
<b>Year 6</b>	3.2	77.4	19.4