

Subject – Design and Technology

Curriculum Value and Character Drivers

	Strive Enthusiasm, perseverance and resilience		Harmony Empathy, understanding and tolerance		Inspire Responsibility, integrity, respect		Nurture Health bodies, minds and relationships		Excel Ambition, creativity and knowledge	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2				
Reception	Structures – Designing The Three Little Pigs home		Structures – Mini beast habitats		Cooking – Fruit Skewers					
Year 1	Textiles – Sewing sock puppets		Cooking – Picnic snack		Mechanical – Moving picture					
Year 2	Sound – Creating musical instruments		Sewing – Creating finger puppets		Cooking – Seaside snack					
Year 3	Cooking – Stone age recipe		Sewing – Creating a controllable puppet		Electrical – Design a light up picture					
Year 4	Electrical – Alarm systems		Textiles – Sewing a treasure bag		Cooking – American Cuisine					
Year 5	Electrical Systems – Light up toy		Textiles – Sewing a bag		Cooking – Theme Park food					
Year 6	Cooking – Mexican cuisine		Mechanical – Fair ground prototype		Textiles – Sewing a t-shirt					

Moral - Ability to recognise integrity (the difference between right and wrong) and to readily apply this understanding in their own lives, recognise legal boundaries and, in so doing, respect the civil and criminal law of England.

Spiritual Development - Ability to be reflective about their own beliefs (religious or otherwise) and perspective on life. Knowledge of, and respect for, different people's faiths, feelings and values.

Cultural – The essential knowledge pupils need to be educated citizens, introducing them to the best that has been thought and said and helping to engender an appreciation of human creativity and achievement (music, art, poetry etc.).

Social – Ability to use of a range of social skills in different contexts, for example working and socialising with other pupils, including those from different religious, ethnic and socio-economic backgrounds. Demonstrate a willingness to participate in a variety of communities and social settings, including by volunteering, cooperating well with others and being able to resolve conflicts effectively.

Character – a set of positive personal traits, dispositions and virtues that informs their motivation and guides their conduct so that they reflect wisely, learn eagerly, behave with integrity and cooperate consistently well with others.

Value	KS1	KS2
Strive	In KS1 pupils strive within all D&T projects to overcome any challenges they face when creating their products. They show perseverance and dedication. Pupils can reflect upon how they can improve their design and product.	In KS2 pupils strive to complete their designs and products to the highest possible standards. Pupils use a range of materials, equipment and media to support the creation of their products. They are able to show perseverance and dedication. Pupils can reflect upon how they can improve their design and product.
Harmony	Within all D&T projects children work collaboratively to share equipment and resources, as well as supporting each other to complete projects. Within KS1 there are opportunities for pupils to develop wider cultural awareness of past heritage and culture through a	Within KS2 there are opportunities for pupils to develop wider cultural awareness of past heritage and culture through a range of stimulus (foods, textiles, pottery, sculptures from different periods of time). Within all D&T projects children work collaboratively to share equipment and resources, as well as supporting

	range of stimulus (foods, textiles, pottery, sculptures from different periods of time).	each other to complete projects. Pupils through the evaluation process will focus on the strengths and areas of improvement of their own and their peers design to inform future D&T projects.
Inspire	In KS1 pupils are inspired by a range of manufacturers and inventors including Adolphe Sax (Year 2). All pupils have the opportunity to research the projects and choose the elements they would like to include within their own design or adapt. During cooking projects pupils explore and are inspired by different cultures, chefs and seasonality of dishes focusing on healthy foods, foods typically ate at picnics and by the seaside.	In KS2 pupils are inspired by a range of manufacturers inventors. Frederick Savage (Year 6), Ruth Handler (Year 5), Antoine Redier (Year 4). All pupils have the opportunity to research the projects and choose the elements they would like to include within their own design or adapt. Within cooking projects pupils explore and are inspired by different cultures, chefs and seasonality of dishes. This includes Mexican (Year 6), Italian (Year 5), American Cuisine (Year 4), Stone age recipe (Year 3).
Nurture	Children are nurtured to create, design, generate, and compose new ideas alongside developing their own autonomy. Pupils are supported by teaching staff and their peers, in a safe learning environment where they can develop the skills needed to complete their products.	Pupils are encouraged to support their peers during the completion of their D&T projects. The children are given a safe and nurturing environment to complete their projects within the classroom and kitchen. Pupils have the freedom to explore different techniques and develop a variety of skills, without the fear of making mistakes. Pupils receive the support needed to develop a variety of skill, which they can then apply independently.
Excel	Pupils are given the opportunity to excel within all of their D&T projects, building upon and developing new skills to support the innovative creation of their projects. In KS1 pupils show creativity and individuality to create a unique product.	Pupils are given the opportunity to excel within all of their D&T projects, building upon and developing new skills to support the innovative creation of their projects. Through extra-curricular activities (baking projects at NEWA secondary school) and competitions (bake off) pupils are encouraged to excel outside of school.