



Subject Content and Endpoints – Design Technology

Early Years

Subject Content	End Point
<p>All pupils in the EYFS are taught DT as an integral part of the play based learning covered during the academic year.</p> <p>All DT objectives within the EYFS are underpinned by the following three prime areas outlined in the ‘Statutory framework for the Early Years Foundation Stage’:</p> <ul style="list-style-type: none"> • Communication and language • Physical development • Personal, social and emotional development <p>There are four specific areas through which the three prime areas are strengthened and applied:</p> <ul style="list-style-type: none"> • Literacy • Mathematics • Understanding the world • Expressive arts and design <p>The DT curriculum in EYFS focusses on the specific areas of expressive arts and design and being imaginative</p> <p>Pupils will be taught to:</p> <ul style="list-style-type: none"> • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design and texture, form and function • Represent their own feelings through art, as well as music, dance, role play, storytelling and D&T 	<p>By the end of Foundation 2, pupils will have safely explored and used a variety of tools, techniques and materials. They will have learnt about how to use and combine media and materials and represented their own thoughts, feelings and ideas through discussions, drawings and models. This will prepare children to readily access the KS1 curriculum.</p>

Key Stage 1

Subject Content	End Point
<p>Key Stage 1 pupils will:</p> <ul style="list-style-type: none"> • Be taught knowledge, understanding and skills needed to engage in an iterative process of designing and making. • Work in a range of relevant contexts [for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment. 	<p>By the end of Key Stage 1, pupils will be taught the knowledge, understanding and skills needed to support them through the process of designing and making. Pupils will be taught about design criteria and show that they can design for themselves and an intended user, based on a specification. In KS1, pupils will communicate their thoughts and ideas through discussions, drawings, labels and models. They will safely select and use a range of tools and equipment and have opportunities to evaluate existing products, as</p>

well as their own work.

Key Stage 2

Subject Content

Key Stage 2 pupils will:

- Through a variety of creative and practical activities, be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making
- Work in a range of relevant contexts, for example, the home, school, leisure, culture, enterprise, industry and the wider environment

End Point

By the end of KS2, pupils will be taught the knowledge, understanding and skills needed to engage in the design process for a range of relevant contexts. They will learn about great designers and engineers and how they have helped to shape the world in which we live.

Pupils will use research to inform design criteria and design ideas. They will design and make appealing products that are fit for purpose, using a design specification. Pupils will communicate their ideas through discussions, annotated sketches, cross-section drawings, exploded diagrams, prototypes, pattern pieces and computer-aided design. Pupils will safely select and use a wide range of tools and equipment to perform practical tasks and make decisions about materials based on functional properties.