

# DESIGN TECHNOLOGY AT ELEANOR PALMER

## EARLY YEARS AND KEY STAGE 1

### EARLY YEARS

Exploring and using media and materials: children sing songs, make music and dance, and experiment with ways of changing them. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Being imaginative: children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role-play and stories.

### KEY STAGE 1

When designing and making, pupils will be taught to:

#### DESIGN

- 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

#### MAKE

- 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

## DESIGN TECHNOLOGY TEACHING AND LEARNING AT ELEANOR PALMER

There are two elements in our DT work:

- 1) Classteachers use the DT Association Scheme to plan projects that meet the aims of the National Curriculum, and to weave them into termly topics where appropriate.
- 2) We use external experts to develop skills and to lead special projects in each year group.

We also use external experts to develop skills and to lead special projects in each year group.

We are a STEAM school and as such are part of the Camden STEAM Hub; work with the Crick Institute and the Wellcome Institute. Where possible we connect our DT with science, computing and art.

Every Spring term there are two major events that bring together all our pupils' design skills. Firstly, taking part in the Young Engineer Award. Over three years we have had many finalists and 3 overall London regional winners. We set up meeting with engineers and the challenge is then to design and explain something that will make a positive change to their own, others' or global lives.

Secondly, our annual Egg Race (now in its 18th year) in which children design an 'egg-mobile' to transport an egg the length of the school hall.

This is a highlight of the school year.

### EVALUATE

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

### TECHNICAL KNOWLEDGE

- 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.

### COOKING AND NUTRITION

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from.

## KEY LEARNING

### NURSERY

Understand enclosing a space and use them to represent objects.

Construct using variety of materials

Begin to use tools for a purpose

### RECEPTION

Constructing with a purpose in mind

Experiencing a variety of materials

Using simple tools and techniques safely

Select resources independently

### YEAR 1

#### MECHANISMS

- Sliders and Levers

#### TEXTILES

- Templates and Joining Techniques

#### STRUCTURES

- Freestanding Structures

### YEAR 2

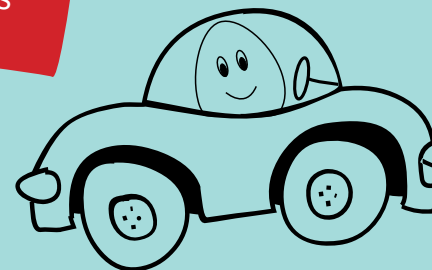
#### MECHANISMS

- Wheels and Axles
- Make a car

#### STRUCTURES

- Freestanding Structures

**ENRICHMENT**  
Work alongside our  
artist in residence Kally  
creating 3D structures



**ENRICHMENT**  
Design egg-mobile for  
the EP Great Egg Race



**ENRICHMENT**  
Visiting architects



# DESIGN TECHNOLOGY AT ELEANOR PALMER

## KEY STAGE 2

### KEY STAGE 2

When designing and making, pupils should be taught to:

#### DESIGN

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

#### MAKE

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

#### EVALUATE

- investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- understand how key events and individuals in design and technology have helped shape the world

#### TECHNICAL KNOWLEDGE

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- apply their understanding of computing to program, monitor and control their products

#### COOKING AND NUTRITION

- understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominately savoury dishes using a range of techniques
- understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

## KEY LEARNING

### YEAR 3 MECHANICAL SYSTEMS

- Levers and Linkages

### STRUCTURES

- Shell Structures

### FOOD

- Understand seasonality and how indigenous crops grow

### ENRICHMENT

Bernadette - gardening  
Growing and harvesting  
EP allotment

### YEAR 4 ELECTRICAL SYSTEMS

- Simple Circuits and Switches

### STRUCTURES

- 2D/3D Structures

### FOOD

- Healthy and Varied Diet

### ENRICHMENT

Project with Mike  
Vanis engineer

## ENRICHMENT

Work alongside our artist in residence Kally creating 3D structures  
Spring - Engineering Award

### YEAR 5 MECHANICAL SYSTEMS

- Axles and Cams

### TEXTILES

- Combining different fabric strips

### FOOD

- Celebrating culture and seasonality

### ENRICHMENT

Automaton workshop  
with Stephen Guy

### YEAR 6 STRUCTURES

- Frame Structures

### MECHANICAL SYSTEMS

- Pulleys and Gears. Create a moving car.

### FOOD

- Understand seasonality and principles of organic farming

### ENRICHMENT

Residential at Wick  
Court Organic

## INTENDED OUTCOME BY THE END OF YEAR 6

Children will leave EP as keen makers. They will be able to design, make and evaluate a project with a specific purpose. They will be able to use a range of tools and materials and make use of current technologies in their designs.