

Becoming a Designer at Wellstead



Wellstead Primary School
Sowing the Seeds of Success



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All About Me

Key Skills: Children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

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.

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Mechanisms (Wheels and Axels) Making a Vehicle

Textiles Victorian Weaving

Food Preparing a picnic lunch!

Use finishing techniques, assemble, join and combine materials and components. Learn how freestanding structures can be made stronger, stiffer. How to prepare simple dishes safely and hygienically, without using a heat source. Techniques such as cutting, peeling and grating.

Know that that all food comes from plants or animals, that food has to be farmed, grown elsewhere

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Electrical Systems Tomb Raider Alarm

Mechanisms Anglo-Saxons - Cam Toys

Food Leftovers!

Know: how to how to prepare simple dishes safely and hygienically, without using a heat source. Use techniques such as cutting, peeling and grating.

how mechanical systems such as cams or pulleys or gears create movement

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Food – Jungle Jam Jar

Mechanisms - Fairground rides

Know that seasons may affect the food available. How food is processed into ingredients that can be eaten or used in cooking. That recipes can be adapted to change the appearance, taste, texture and aroma. That different food and drink contain different substances – nutrients, water and fibre – that are needed for health
how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking

How more complex electrical circuits and components can be used to create functional products

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Mechanisms Making a toy

Structures

Percy the Park Keeper park structures

Food Fruit Kebabs

Use finishing techniques, assemble, join and combine materials and components. Learn how freestanding structures can be made stronger, stiffer. How to prepare simple dishes safely and hygienically, without using a heat source. Techniques such as cutting, peeling and grating.

Know that that all food comes from plants or animals, that food has to be farmed, grown elsewhere

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Structures Building a Bug Hotel

Food Viva la France baking bread

Textiles How to grow a dragon fabulous flowers

Know: how to name and sort foods into the five groups. That everyone should eat at least five portions of fruit and vegetables every day. That food is grown, reared and caught in the UK, Europe and the wider world. That a healthy diet is made up from a variety and balance of different food and drink, as depicted in The eatwell plate. That to be active and healthy, food and drink are needed to provide energy for the body

How to prepare simple dishes safely and hygienically, without using a heat source. Use techniques such as cutting, peeling and grating. How to make strong, stiff shell structures, how to use a range of techniques such as spreading, kneading and baking.

That materials have both functional properties and aesthetic qualities. That a single fabric shape can be used to make a 3D textiles product

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Mechanical Structures – Levers and linkages moving book

Textiles – Cuddly Dinosaurs

Mechanisms - Crumble controlled space buggy

Food – Quesadilla

Know: How mechanical systems such as cams or pulleys or gears create movement That a 3D textiles product can be made from a combination of fabric shapes how to reinforce and strengthen a 3D framework That materials have both functional properties and aesthetic qualities; that materials can be combined and mixed to create more useful characteristics; how simple electrical circuits and components can be used to create functional products that mechanical and electrical systems have an input, process and output.

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Curriculum Intent

Our curriculum aims to inspire children through a broad range of practical experiences to create innovative designs which solve real and relevant problems within a variety of contexts. We are aiming to fully embed the six principles of Design and Technology across all units of learning: user, purpose, functionality, design decisions, innovation, authenticity.