Design & Technology
Concepts and End Points

"Design is not just what it looks like and feels like, design is how it works."

Steve Jobs

SJS Design and Technology Concepts	
Concept 1:	**Inspiration and Analysis** This concept involves appreciating the design process that has influenced the products we use in everyday life. Key questions will be asked, such as 'Who is the target audience?', 'How does it function?' in order to fully appreciate the design process of the selected product.
Concept 2:	**Master Practical Skills** This concept involves developing the skills needed to make high quality products. As Food Technology is a common thread in each year group, cooking skills will be interwoven through the four year learning journey. Our other key skills relate to: materials, textiles, construction, electronics, mechanisms and computing.
Concept 3:	**Planning and Prototypes** This concept involves developing the process of practical thinking and seeing design as a process and generating a prototype of the design. Key vocabulary is taught throughout the four concepts and applied in the planning process. Prototypes allow alterations to be made to designs.
Concept 4:	**Create and Evaluate** This concept involves applying the practical skills required to create a high quality product and reflect upon the process.

End Points in Learning in the Design and Technology Curriculum

Year 3 End Points

- Pupils can use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts
- Pupils can acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science and art during the design process
- Pupils can critique, evaluate and test their ideas and products and the work of others
- Pupils can evaluate and test their ideas and products against a design criteria
- Pupils can generate develop, model and communicate their ideas through discussion and annotated sketches.
- Pupils understand the importance of food hygiene in the cooking process
- Pupils can understand the principles of a healthy diet

Year 4 End Points

- Pupils can use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts
- Pupils can acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science and art during the design process
- Pupils can learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens
- Pupils can critique, evaluate and test their ideas and products and the work of others
- Pupils can evaluate and test their ideas and products against a design criteria
- Pupils can generate develop, model and communicate their ideas through discussion and annotated sketches
- Pupils apply their understanding of food hygiene and can prepare and cook a savoury dish using a range of cooking techniques
- Pupils can understand the principles of a healthy diet

Year 5 End Points

- Pupils can use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values
- Pupils can acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science and art in the design process
- Pupils can through the evaluation of past and present design and technology develop a critical understanding of its impact on daily life
- Pupils can build and apply a repertoire of knowledge, understanding and skills in order to design and make quality prototypes and products for a wide range of users
- Pupils can consider the presence of micro-organisms and harmful bacteria and the importance of food hygiene
- Pupils can understand and apply the principles of nutrition and learn how to cook using a range of cooking techniques

Year 6 End Points

- Pupils can use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values
- Pupils can acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, computing and art in the design process
- Pupils can through the evaluation of past and present design and technology develop a critical understanding of its impact on daily life and the wider world
- Pupils can critique, evaluate and test their ideas and products and the work of others effectively
- Pupils can build and apply a repertoire of knowledge, understanding and skills in order to design and make high quality prototypes and products for a wide range of users
- Pupils can consider the presence of micro-organisms and harmful bacteria and the essential importance of food hygiene
- Pupils can understand and apply the principles of nutrition and learn how to cook using a range of cooking techniques

At Stocksbridge Junior School, every child is a designer!