



**AJS Design Technology  
Learning Journeys  
Whole School**

**Ashley Junior School**

### **Intent:**

It is the intent of Ashley Junior School to create Design Technology lessons that will inspire children to use their creativity and imagination to design and make products with a purpose in mind and an intended user of the products. They will build and apply a repertoire of knowledge, understanding and skills to make high-quality prototypes and products using the language of design and technology.

### **Implementation:**

The teaching of Design Technology at AJS will follow the guidelines in the National Curriculum 2014. Design and technology is a crucial part of school life and learning and it is for this reason that as a school we are dedicated to the teaching and delivery of a high quality Design and Technology curriculum; through well planned and resourced projects and experiences. Each project is set out in a learning journey and assesses the children's understanding before and after the project has been completed.

Throughout their four years at AJS, children will learn a variety of skills and techniques such as: how to strengthen, stiffen and reinforce structures; to understand and use mechanical systems; to understand and use electronic systems in their products and how to apply their understanding of computing to program, monitor and control their products. Food technology is implemented in both lower and upper school where children will have the opportunity to prepare and cook a variety of dishes using a range of cooking techniques as well as developing an understanding of where food comes from and the importance of a varied and healthy diet.

Design and Technology also embeds our Vision and Aims. It is a motivating, inspiring and practical subject, requiring creativity, resourcefulness, and imagination. Teachers have high expectations for quality outcomes and celebrate achievements. To reach their full potential, children learn to take risks, be reflective, innovative, enterprising and resilient. Through the evaluation of past and present technology they can reflect upon the impact of Design Technology on everyday life and the wider world.

### **Curriculum Impact**

Assessment of children's learning in Design Technology is an ongoing monitoring of children's understanding, knowledge and skills by the class teacher, throughout lessons. The subject leader also monitors Design Technology during the year in the form of book monitoring, looking at outcomes and pupil conferencing to discuss their learning and understanding.

Year 3



Evaluate-WALT: evaluate ideas and products against a design.

Make- WALT: select from a range of materials according to their function and aesthetic qualities.

Make- WALT: cut, shape and score materials with some degree of accuracy.

Design –WALT: create a final design of a product that has a clear purpose.

Design- WALT: generate and develop initial ideas.

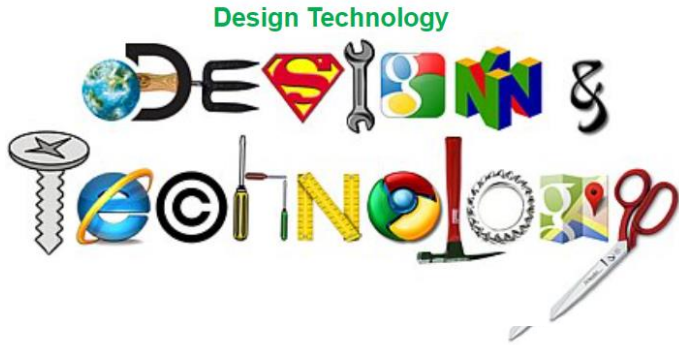
Evaluate - WALT: research the design features of products that will appeal to a person or group.

### Year 3- Autumn Term

Key Vocabulary/skills

Cut, strengthen, score, reinforce, materials, analyse, function, aesthetic

Start



Evaluate-WALT: evaluate ideas and products against a design.

Make- WALT: use a variety of equipment to measure and prepare food.

Make- WALT: prepare ingredients safely and hygienically.

Design –WALT: create a final design of a product that has a clear purpose.

Design- WALT: generate and develop initial ideas whilst applying the principles of a healthy diet.

Evaluate - WALT: research various salads e.g. Caesar salad, Waldorf salad and Greek salad.

### Year 3- Summer Term

Key Vocabulary/skills

Grate, peel, chop, measure, weigh, utensils, seasonality, nutritious, savoury

Start

Year 4



Evaluate-WALT: evaluate ideas and products against a design.

Make- WALT: measure, cut and join accurately.

Make- WALT: understand and use mechanical systems in a product.

Design - WALT: create a final design and draw it as a cross sectional diagram.

Design- WALT: generate and develop initial ideas of using pneumatic systems to control movement.

Evaluate - WALT: research the design features of products that use pneumatics.

**Year 4- Spring Term**

Key Vocabulary/skills

Mechanism, pneumatics, syringe, inflate, deflate, compress

Start



Evaluate-WALT: evaluate ideas and products against a design.

Make- WALT: join fabrics using a running stitch.

Make- WALT: create a design on fabric.

Design –WALT: create a final design and annotate.

Design- WALT: generate and develop initial ideas.

Evaluate - WALT: research and evaluate past and present designs of badges.

Start

**Year 4- Summer Term**

Key Vocabulary/skills

Prototype, annotate, running stitch,

Textiles, properties



Year 5



Evaluate-WALT: evaluate ideas and products against a design.

Make- WALT: use a variety of tools to create a structure.

Make- WALT: measure and cut accurately.

Design –WALT: create a final design.

Design- WALT: generate and develop initial ideas for a frame structure to support a pulley system.

Evaluate - WALT: research various frame structures in history.

Start

**Year 5- Spring Term**

Key Vocabulary/skills

Bench hook, sawing, sanding, joints, wood gluing, structure



Evaluate-WALT: evaluate ideas and products against a design.

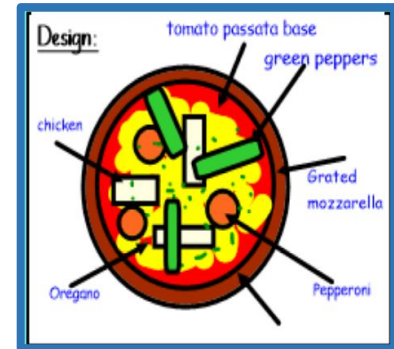
Make- WALT: use a variety of equipment to measure and prepare food.

Make- WALT: prepare ingredients safely and cook a savoury dish.

Design –WALT: create a final design.

Design- WALT: generate and develop initial ideas whilst recognising where in the world the ingredients are grown.

Evaluate - WALT: research various pizzas and toppings and their seasonality.



### Year 5- Summer Term

#### Key Vocabulary/skills

Yeast, dough, grate, peel, chop, measure, weigh, utensils, seasonality, nutritious, savoury.

Start

Year 6



Evaluate-WALT: evaluate ideas and products against a design.

Make- WALT: join fabrics using a variety of stiches e.g. running stitch, blanket stitch.

Make- WALT: use a prototype to make a pattern.

Design –WALT: create a final design using an exploded diagram.

Design- WALT: generate and develop initial ideas.

Evaluate - WALT: research and evaluate past and present designs of decorations.

### Year 6- Autumn Term

Key Vocabulary/skills

Prototype, annotate, exploded diagram, running and blanket stitch, textiles, properties

Start



Evaluate-WALT: evaluate ideas and products against a design.

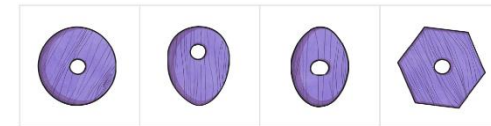
Make- WALT: use a variety of equipment to measure, cut and join accurately.

Make- WALT: use linkages to make movement larger or more varied.

Design –WALT: create a final design using a cross sectional diagram.

Design- WALT: generate and develop initial ideas.

Evaluate - WALT: research the design features of products that will appeal to a person or group.



### Year 6- Summer Term

Key Vocabulary/skills

Mechanisms, linkages, cross-sectional diagrams, cam

Start