

NC Purpose of Study

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Intent	Implementation	Impact
At Broadway Junior School, Design and Technology inspires pupils to become creative, innovative and reflective problem-solvers. Through a progressive curriculum, children develop the knowledge, skills and confidence to design, make and evaluate purposeful products while considering the needs of others and the wider world. Pupils learn to take risks, think critically and apply technical knowledge across a range of contexts, including structures, mechanisms, textiles, electrical systems, the digital world and cooking and nutrition. We aim to foster resilience, resourcefulness and curiosity, enabling children to understand the impact of design and technology on everyday life and prepare them for future learning and careers.	Design and Technology is taught through the Kapow Primary scheme, which provides a carefully sequenced and progressive curriculum from Year 3 to Year 6. Learning follows the design process of design, make and evaluate, underpinned by the development of technical knowledge. Pupils revisit key areas throughout Key Stage 2, building on prior learning through a spiral curriculum approach. Lessons are taught over three half-terms each academic year and include practical, hands-on experiences, collaborative learning and opportunities for independent thinking. Knowledge organisers support vocabulary and knowledge retention, while differentiated activities ensure all pupils can access and achieve within the curriculum. Teachers are supported through high-quality planning and subject-specific professional development resources.	The impact of our Design and Technology curriculum is evident in pupils who are confident, creative and capable designers. Children develop a secure understanding of materials, tools, processes and healthy nutrition, applying their knowledge to create purposeful and innovative outcomes. They demonstrate increasing independence when designing, making and evaluating products and can reflect thoughtfully on how their work could be improved. Assessment is ongoing through observation, questioning and review of completed projects, enabling teachers to identify and address gaps in learning. By the end of Key Stage 2, pupils have the skills, knowledge and understanding required to meet National Curriculum expectations and succeed in the next stage of their education.

Key Vocabulary

Asymmetrical appliqué cotton cross-stitch embellish fabric patch pinking polyester running stitch silk symmetrical template thread unique

Knowledge	Skills
- To know that appliqué is a way of mending or decorating a textile by applying smaller pieces of fabric. - To understand that a product's function relies on material choices. - To identify and explain some materials and explain their aesthetic and functional properties.	- Designing and making a template for an Egyptian collar and applying individual design criteria. - Following their design criteria to create an Egyptian collar. - Selecting and cutting fabrics with ease using fabric scissors. - Threading needles with greater independence. - Tying knots with greater independence. - Sewing cross stitch to decorate or join fabric. - Decorating fabric using appliqué, beads (or other embellishments), ribbon and pinking scissors - Evaluating an end product.

Learning Objectives/End Points			
Lesson 1: Cross-stitch and appliqué	Lesson 2: Egyptian collars	Lesson 3: Developing the collars	Lesson 4: Finishing their collars
To learn how to sew cross-stitch and appliqué.	To develop and use a template.	To assemble fabric parts into a fabric product.	To decorate fabric using appliqué and cross-stitch.

Materials	Cautions
• Examples of appliqué (optional). • Scraps of fabric • Sewing needles • Needle threaders • A range of cotton or polyester embroidery thread • Various fabrics to be used for appliqué, beads and ribbons. • A4 felt sheets (one each). • Safety pins or sewing clips • Ribbon • 1 camera or device for taking photos. • Chalk • Glue sticks • Pinking scissors – zigzag or scalloped	• Use the equipment only as instructed by the teacher • Cut away from fingers • Only use scissors at the table while sitting down. • Keep hands away from the sharp end of the needle

Cross-Curricular Links
History • The achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study of one of the following: Ancient Sumer; The Indus Valley; Ancient Egypt; The Shang Dynasty of Ancient China. RSE - Respectful relationships • The importance of respecting others, even when they are very different from them (for example, physically, in character, personality or backgrounds), or make different choices or have different preferences or beliefs.

Careers	
Linking Curriculum Learning to Careers Discuss how the skills developed in this unit are used in a range of careers, including: • Textile Designer • Fashion Designer • Costume Designer • Embroidery Artist • Tailor • Interior Designer • Jewellery Designer • Pattern Designer Transferable skills such as Designing for a purpose, Selecting appropriate materials, Developing practical making skills, Precision and attention to detail, Creativity and individuality, Following and adapting a design process, Problem-solving and improving products, Evaluating quality and effectiveness. Understanding sustainability and material choices	Learning from Career and Labour Market Information • Explore how designers and craftspeople use creativity, practical skills and knowledge of materials to create useful and decorative textile products. • Learn that textiles are used in many industries, including fashion, costume, interior design, manufacturing and traditional crafts. Encounters with Employers and Employees • Explore how textile designers, fashion designers and craftspeople develop products from an initial idea through to a finished item. • Discuss how professionals select fabrics, colours, patterns and decorative techniques depending on the purpose of a product. Experiences of Workplaces • Explore how designers and makers work in studios, workshops and manufacturing settings. • Investigate how textiles are used in everyday life, including clothing, accessories, home furnishings and cultural artefacts.