



Outline for a Sequence of Design Technology Lessons for a Project

St Uny CE Academy

Below is an outline showing how a sequence of Design Technology lessons may look throughout a project. The amount of time spent at each stage of the sequence of lessons will depend on the nature of the project and the age of the children.

Evaluate/Design – looking at and exploring existing products, (in addition) UKS2– market research.

Technical Knowledge – what do the children need to know before they can design and make their products, what materials and tools are available? How are they used? How mechanical systems etc. work?

E.G. KS1 – knowledge of wheels and axles, KS2 – knowledge of pulleys.

The children will need to have had an opportunity to observe, look at materials and tools, make mock-ups etc. to gain the knowledge, skills and understanding that they need to create their design and product.

Design – creation of design criteria and design of product (this varies depending on the age group).

Make – use of designs to create product.

Evaluate - evaluation of their product. In UKS2 they might what to evaluate product halfway through their make with others to check design criteria are used and things look on track, otherwise they may need to re-evaluate their plan of action.

There should also be planning and evaluating opportunities when carrying out food and nutrition activities, here the technical knowledge might be developed as part of the making process.