



PADSTOW SCHOOL CURRICULUM MAP

SUBJECT AREA: DESIGN TECHNOLOGY – DESIGN, MAKE, EVALUATE & IMPROVE

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To design, make, evaluate and improve:					
Design products that have a clear purpose and an intended user.	<p>Make products, refining the design as work progresses.</p> <p>Use software to design.</p>	<p>Design with purpose by identifying opportunities to design.</p> <p>Make products by working efficiently (such as by carefully selecting materials).</p> <p>Refine work and techniques as work progresses, evaluating the end product design.</p>	<p>Design with purpose by identifying opportunities to design.</p> <p>Make products by working efficiently.</p> <p>Refine work and techniques as work progresses, continually evaluating the product design.</p> <p>Use software to design and represent product designs.</p>	<p>Design with the user in mind, motivated by the service a product will offer.</p> <p>Make products through stages of prototypes, making continual refinements.</p> <p>Ensure products have a high quality finish, using art skills where appropriate.</p>	<p>Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).</p> <p>Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.</p>

To take inspiration from design throughout history:

<p>Explore objects and designs to identify likes and dislikes of the designs.</p> <p>Suggest improvements to existing designs.</p>	<p>Explore objects and designs to identify likes and dislikes of the designs.</p> <p>Suggest improvements to existing designs.</p> <p>Explore how products have been created.</p>	<p>Identify some of the great designers in all of the areas of study to generate ideas for designs.</p> <p>Improve upon existing designs, giving reasons for choices.</p>	<p>Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.</p> <p>Disassemble products to understand how they work.</p>	<p>Combine elements of design from a range of inspirational designers throughout history.</p> <p>Create innovative designs that improve upon existing products.</p>	<p>Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.</p> <p>Evaluate the design of products to suggest improvements to the user experience.</p>
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