

Design and Technology at Sproughton

This year, our pupils have been learning to speak like technologists, using words such as: design brief, design criteria, product, user and purpose. We have been developing the teaching sequence for D.T. lessons, ensuring that pupils have opportunities to evaluate existing products and practise the required skills, before designing, making and evaluating their own products to fit a design brief.









The Explorers Class

(above) were challenged to design and make a healthy smoothie for a superhero to drink. They tasted and evaluated different fruits to decide which to use in their final product, then practiced preparing the fruits; washing, peeling, pulling off stalks and safely cutting them. They were then ready to design, make and evaluate their very own smoothies!

The design brief in Pathfinders Class (left) was to <u>design and make a card with a mechanism for a parent/carer to celebrate Christmas</u>. After learning about two different mechanisms, levers and sliders, the children researched which characters and scenes their user preferred. They then selected from a range of equipment to mark out, pierce, cut, glue, draw and colour their cards.

Textiles was the focus in Adventurers Class (above), when the children were asked to design and make a Christmas bag for a family member to use to carry items. They began by evaluating a range of existing bags, discussing their features, strengths, and weaknesses to understand what makes a bag functional and appealing. The children practiced using over stitch to securely join fabric pieces together, refining their technique before applying it to their final creations.





