



Design & Technology Concepts and End Points

“Design is not just what it looks like and feels like, design is how it works.”

Steve Jobs

SJS Design and Technology Key Concepts

Concept 1:	Research - Investigating products to judge their effectiveness.
Concept 2:	Design - Generating and improving ideas to solve problems.
Concept 3:	Make - Using tools and materials to create products, practising essential skills.
Concept 4:	Technical Knowledge - A deeper understanding of how things work and how we can make products to solve specific problems or needs
Concept 5:	Evaluation - Assessing product quality and understanding the role of key designers in shaping the world.
Concept 6:	Safety - Knowing what to do to keep safe when designing, making, and using products.

End Points in Learning in the Design and Technology Curriculum

Year 3 End Points	Year 4 End Points
<ul style="list-style-type: none"> • Pupils can use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts • Pupils can acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science and art during the design process • Pupils can critique, evaluate and test their ideas and products and the work of others • Pupils can evaluate and test their ideas and products against a design criteria • Pupils can generate develop, model and communicate their ideas through discussion and annotated sketches. • Pupils understand the importance of food hygiene in the cooking process • Pupils can understand the principles of a healthy diet 	<ul style="list-style-type: none"> • Pupils can use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts • Pupils can acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science and art during the design process • Pupils can learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens • Pupils can critique, evaluate and test their ideas and products and the work of others • Pupils can evaluate and test their ideas and products against a design criteria • Pupils can generate develop, model and communicate their ideas through discussion and annotated sketches • Pupils apply their understanding of food hygiene and can prepare and cook a savoury dish using a range of cooking techniques • Pupils can understand the principles of a healthy diet
Year 5 End Points	Year 6 End Points
<ul style="list-style-type: none"> • Pupils can use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values • Pupils can acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science and art in the design process • Pupils can through the evaluation of past and present design and technology develop a critical understanding of its impact on daily life • Pupils can build and apply a repertoire of knowledge, understanding and skills in order to design and make quality prototypes and products for a wide range of users • Pupils can consider the presence of micro-organisms and harmful bacteria and the importance of food hygiene • Pupils can understand and apply the principles of nutrition and learn how to cook using a range of cooking techniques 	<ul style="list-style-type: none"> • Pupils can use creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values • Pupils can acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, computing and art in the design process • Pupils can through the evaluation of past and present design and technology develop a critical understanding of its impact on daily life and the wider world • Pupils can critique, evaluate and test their ideas and products and the work of others effectively • Pupils can build and apply a repertoire of knowledge, understanding and skills in order to design and make high quality prototypes and products for a wide range of users • Pupils can consider the presence of micro-organisms and harmful bacteria and the essential importance of food hygiene • Pupils can understand and apply the principles of nutrition and learn how to cook using a range of cooking techniques

At Stocksbridge Junior School, every child is a designer!