

## Design Technology

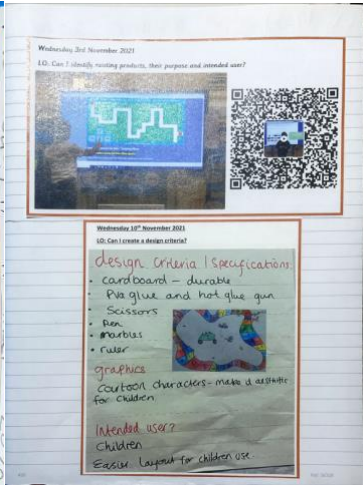
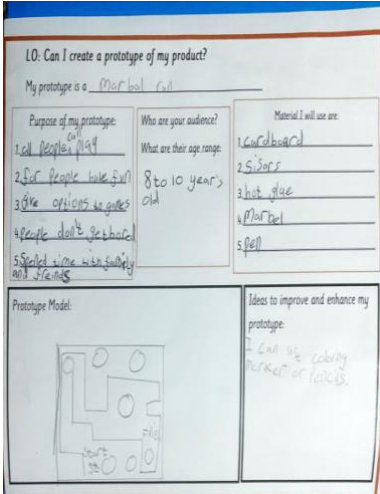
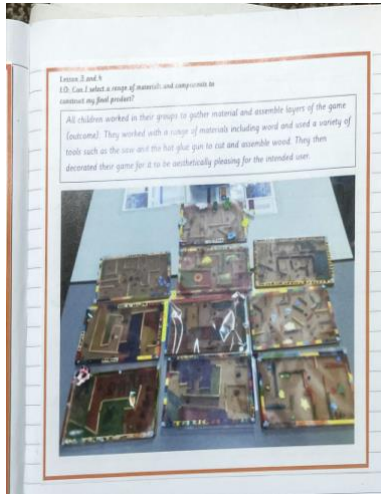
Design and Technology inspires children through a broad range of practical experiences to create innovative designs which solve real and relevant problems within a variety of different contexts. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, 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.

It is also important our children learn where food comes from, its nutrition impact, how food is prepared and cooking skills. These are essential requirements of the Curriculum and Key Stage 2 children enjoy opportunities where they get to explore different ingredients before baking or preparing food.

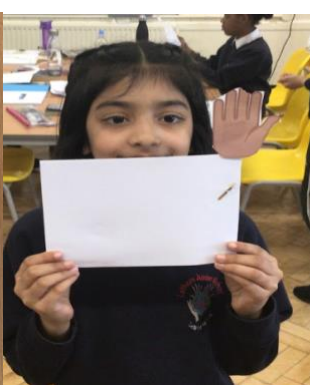
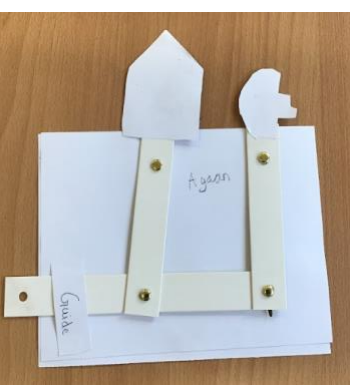
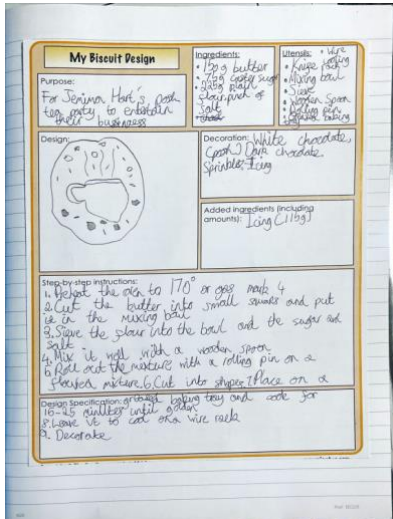
### Key Stage 2

#### Year 3

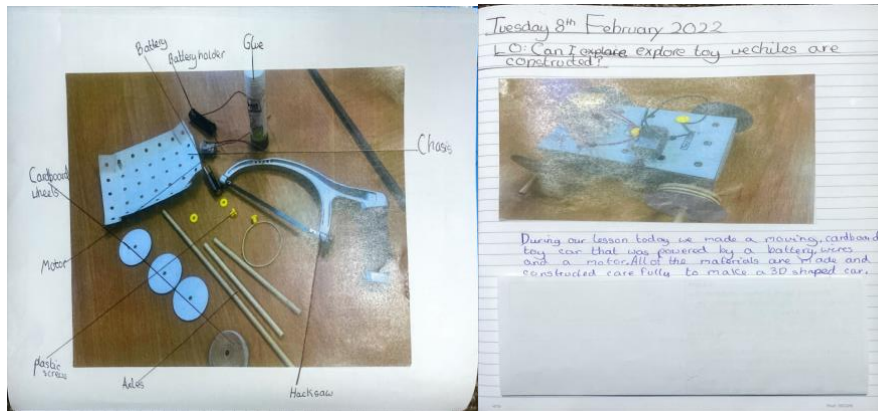




Year 4



## Year 5



### Resources / Useful websites

<http://www.lego.com/eng/create/activities>

[www.gridclub.com/](http://www.gridclub.com/)

[www.puppetpatterns.com](http://www.puppetpatterns.com)

<https://www.nutrition.org.uk/>

<https://www.howstuffworks.com/>

<https://www.foodfactoflife.org.uk/>

