

Orchard Key Design & Technology Concepts



At Orchard Primary School, children learn Design and Technology through a concept-based curriculum. Not only does this allow them to gain a deeper understanding beyond solely the topic facts, but concepts or 'big ideas' also allow pupils to make connections between their learning, enabling them to make sense of the facts and the world around them.

As part of our D&T curriculum, we involve the use of specific key questions which focus upon factual, conceptual and debatable content. Concepts are returned to throughout the year groups to ensure children have a clear understanding of them, thereby enabling them to be held within their long-term memory.

Please find below are a list of concepts that the children at Orchard Primary School focus upon in Design and Technology and our reasoning behind their choice.

Concept	Why learn about this concept?	Year group studied (though may be referred to within other year groups).
Design	Pupils will explore the concept of design. A plan or drawing produced to show the look and function or workings of a building, garment or other object before it is made.	Y1-6
Nutrition	An example of nutrition is eating a healthy diet. An example of nutrition is the nutrients found in fruits and vegetables. The nourishment or energy that is obtained from food consumed or the process of consuming the proper amount of nourishment and energy.	Y1-6
Technology	Technology is science or knowledge put into practical use to solve problems or invent useful tools.	Y1-6
Data	Data is 'known facts'. It especially refers to numbers, but can also mean words, sounds and images also. Originally, data is the plural of the Latin word datum which means 'give'.	Y2-6
Evaluate	To evaluate is the act or the result of evaluating a situation that requires careful consideration to determine the value, nature, character, or quality of something.	Y1-6
Functionality	The quality or state of being functional. A design that is admired both for its beauty and for its functionality; the set of functions or capabilities associated with something.	Y1-6
Innovation	The process of making something new or doing something in a new way. Innovation also has to include the concept of improvement; to innovate is not just to do something differently, but to do or make something better.	Y1-6