

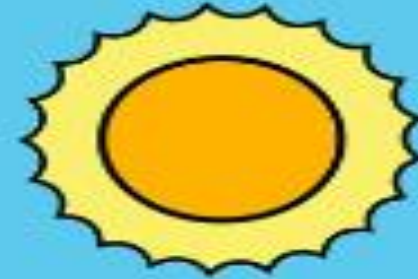
Design and Technology Unit Pathway

1. Consider/create a question

What problem are the children going to solve?
What will they design and why? Have a context.

2. Explore

Prior learning:
Evaluate/deconstruct/investigate/
research existing products.



3. Teach and model

New Knowledge and skills e.g. the different types of stitches;
running, cross, back. Model how to complete each of the
stitches.

4. Practise and Embed

Children to actively engage in new skills; building the
components they need to create the composite.

5. Create and Apply

Children to design and create a composite
product, applying all of the components that
they have been taught.

6. Reflect, Evaluate and Improve

Children to give and respond to feedback e.g.
teacher led, peer assessment, self-assessment:
2 stars and a wish.
Children are given time to amend and make
changes to designs and composites.

7. Share

Celebrate the children's learning through
sharing it via Twitter, Parent share and
with other classes or on displays.