



## English and Creative Arts

We are passionate about providing all children with a rich and varied creative curriculum. High-quality and engaging texts will inspire, inform, stimulate, challenge and entertain them. It is through these texts that teachers will offer meaningful opportunities, encompassing; music, dance, drama, art and design. This will harness children's natural creativeness and imagination and will enable them to develop a broad range of transferable skills so that they achieve high standards across the curriculum.

Reading

Writing

Phonics

EGPS

Art and Design

Music

**Design and Technology**

## Design and Technology

### Our Vision

High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of an increasingly technological world. At Langshott, we provide all children with the opportunity to engage with, take risks and feel confident in design and technology, within a range of cross-curricular contexts.

### Our Aims

To harness pupil's creativity and imagination to enable them to design, make, test and critically evaluate products that solve real and relevant problems. Each year, the children are given the opportunity to develop and refine their design skills and build a repertoire knowledge which draws upon a range of disciplines.



Design




Make




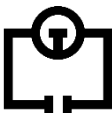



Evaluate

### Knowledge

Knowledge of Culture, Great Sculptors, Architects, Fashion Designers and Chefs	
	To learn about a range of great sculptors, architects, fashion designers and chefs throughout history, whilst being able to describe the differences and similarities between a variety of practices and disciplines, as well as make links to their own work. To understand that design and technology reflects and shapes our history, and contributes to the culture, creativity and wealth of our nation.

### Skills

Mechanisms	
	To understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages].
Structures	
	To build structures and apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
Textiles	
	The creation of designs and products using a range of fabrics that result in a functional purpose or outcome.
Electrical Systems (KS2)	
	To understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].
Cooking and Nutrition	
	To understand and apply the principles of a healthy and varied diet and to understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed. To prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.