



Outline of a Sequence of Lessons for a Design Technology Project

Below is an outline showing how a sequence of Design Technology lessons may look throughout a project. The amount of time spent at each stage of the sequence of lessons will depend on the nature of the project and the age of the children.

Evaluate/Design - Looking at and exploring existing products. UKS2 will also conduct market research.

Technical Knowledge - What do the children need to know before they can design and make their products? What materials and tools are available? How are they used? How mechanical systems etc. work? The children will need to have had an opportunity to observe, look at materials and tools and make prototypes to gain the knowledge, skills and understanding that they need to create their design.

Design - The creation of design criteria and design of product (this varies depending on the age group).

Make - Using the designs to create the product.

Evaluate - The Evaluation of the final product. In UKS2 they might what to evaluate product halfway through their make with others to check design criteria are used and things look on track, otherwise they may need to re-evaluate their plan of action.