

Design and Technology

Statement of intent:

Through our curriculum, we aim to provide the following for our children:

- The opportunity to develop skills, knowledge and understanding of designing and making functional products.
- To develop creative vision, technical vocabulary and practical skills.
- To allow pupils to build and apply a repertoire of knowledge, understanding and skills to design and make high-quality prototypes and products for a wide range of users.
- Pupils learn to critique evaluate and test their own ideas and products and the work of others.
- Teach pupils to understand and apply the principles of nutrition and learn how to cook.
- Pupils' understanding of key developments in history is broadened when researching important individuals and their inventions.
- Help children to problem-solve, making ongoing changes and improvements during the design and make process.
- Teach pupils about the seasonality of ingredients and how they are grown, caught or reared.
- Teach pupils how to participate successfully in an increasingly technological world.
- Develop pupils' practical skills and techniques as they apply these to designing and making prototypes and products.
- Develop pupils' understanding of products and their intended users.
- Develop pupils' communication skills through design technology, when they are sharing ideas and explaining their thinking.

Statement of implementation:

Guided by the Design and Technology Association's 'Projects on a Page', and through high quality CPD and resources teachers plan and deliver engaging and purposeful lessons which are monitored and carefully planned to ensure progression throughout the school. Skills and knowledge are mapped out from the beginning of the Foundation stage through to Year 6, ensuring that children can continuously build upon their previous learning and progress.

Children are given the opportunity to work with a variety of materials and tools. Lessons will teach them about mechanisms, structures, textiles, electronics and cooking. They will be exposed to a range of existing products, allowing them to analyse and evaluate according to a products purpose and intended use. They will use their knowledge to design, create prototypes and adapt in order to make their final products. Specific "focused tasks" allow staff to deliver specific DT skills that can then be applied to cross-curricular lessons.

Our curriculum allows for plenty of opportunity for children to collaborate with their peers and evaluate their own and others' work.

Statement of impact:

Children 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. They enjoy the subject, creating a solid foundation for them to continue building on as they continue their education into secondary school.