Design and Technology

Intent

The design & technology curriculum is constructed to inspire children to think innovatively, inquisitively and to become risk takers. We provide varied learning opportunities which aim to develop not only children's technical skill in design & technology; but also to develop their wider knowledge of product design and their ability to apply vocabulary accurately. We encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. We encourage children to learn to think and intervene creatively to solve problems both as individuals and as members of a team which can improve analysis, problem solving, and practical capability and evaluation skills.

Implementation

DT is taught on a termly basis. In DT, we teach the National Curriculum, supported by clear skills and knowledge progression which relate to clear success criteria. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children. All teaching of DT follows the design, make and evaluate cycle with each stage rooted in technical knowledge. The design process is rooted in real life, relevant contexts to give meaning to learning. While making, children are given choices and a range of tools to choose from freely. Evaluation occurs at each stage of the process with a final assessment relating to the success criteria taking place once the product has been developed. Some of the key skills we teach children include, sewing and textiles, cooking and nutrition, mechanical components and using materials.

Impact

Through implementation of the DT curriculum, children will:

- understand and apply subject specific vocabulary
- achieve age related expectations at the end of each academic year
- retain and build on knowledge, understanding and skills in DT
- develop the ability to act as responsible designers and makers, working ethically, using finite materials carefully and working safely
- develop the ability to manage risks exceptionally well
- to manufacture products safely and hygienically
- participate in wider DT-based activities, applying the skills taught across different curriculum areas
- develop a risk taking, trial and error outlook where children are not afraid to reach beyond their comfort zone
- develop a love for DT and an appreciation of the design process