

Design & Technology



Intent: We aim to...

Inspire and challenge our children, by encouraging them to think creatively to produce imaginative and thoughtful products.

Our curriculum provides meaningful contexts for pupils to solve real and relevant problems. Through these opportunities, children build their knowledge and key skills progressively, working with a range of materials, within the areas of mechanics, structures, electrical systems, textiles and food technology. Children's interests are captured through rich connections to their reading, ensuring that links are made in a cross curricular way, giving children motivation and meaning for their learning. Skills, techniques and knowledge developed through design and technology are of great importance in our everchanging world. Our design and technology curriculum ensures that children are equipped for the next stages in their lives.



Implementation: We achieve our aims by...

Projects

Engaging with projects throughout the year allows for children to follow the 'Evaluate, Design, Make, Evaluate' process. Technical knowledge is embedded throughout this cycle. Children develop awareness of existing products, target audiences and the availability and seasonality of products to design and make their products. Each project also allows for the critical evaluation of what they have created throughout the process.

Meaningful Contexts

Linking projects to our Power of Reading texts provides meaningful contexts to enrich learning. These contexts allow for children to have a deeper understanding of why they are undertaking projects and also inspires excitement and curiosity. Children will also learn about key designers and chefs which allows for children to see Design and Technology in real life contexts.

Progression

Exposing children to the key areas of Design and Technology (textiles, mechanisms, structures, food and electrical systems) allows for children to build upon their prior learning. English, Maths and computing skills are also revisited, which allows for children to apply and embed these skills in different, purposeful contexts.

KOs

Knowledge Organisers in Design and Technology clearly show the year group specific content teachers are required to teach along with a suitable project, so they can spend their planning time gathering the resources and planning the modelling required, rather than searching for key knowledge or a project. They also help to ensure progression between year groups and key stages. These have been updated to ensure they are accessible to all pupils.

Practical Lessons

We believe in the importance of practical, hands-on lessons where children are exposed to opportunities to develop real-life skills safely. This will also raise their awareness of health and safety related to the tasks they are undertaking.