



Design & Technology

Intent

Our aims and objectives are drawn from the National Curriculum for Design and Technology:

- Develop the creative, technical, and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- Build and apply a repertoire of knowledge, understanding and skills to design and make prototypes and products for a wide range of users.
- Critique, evaluate and test their ideas and products and the work of others.
- Encourage children to select appropriate tools and investigate different techniques for making a product, whilst following safe procedures.
- Begin to understand about the characteristics of different materials and the use of simple mechanisms
- Understand and apply the principles of nutrition and learn how to cook.

Implementation

Design and Technology the teaching and delivery of a high-quality Design and Technology curriculum. This is implemented through:

- A well thought out, whole school, yearly overview of the D&T curriculum which allows for progression across year groups in all areas of D&T (textiles, printing, mechanisms, structures, food and electrical systems)
- Well planned and resourced projects providing children with a hands-on and enriching experience
- A range of skills being taught ensuring that children are aware of health and safety issues related to the tasks undertaken
- Teachers being given ownership and flexibility to plan for Design and Technology; often teaching D&T as a block of lessons to allow the time needed for the children to be critical, inventive and reflective on their work.
- Each project from Year 1 to Year 6 addressing the principles of designing, making, and evaluating and incorporating relevant technical knowledge and understanding in relevant context
- In Early Years, D&T is incorporated into daily routines and is used to enhance continuous provision within the EYFS Framework-Creating materials in Expressive Arts and Design.

Impact

- Children are able to enjoy D&T, in a variety of ways, and through a range of activities either as designer, maker or evaluator.
- They can generate, develop, model and communicate their ideas using a range of strategies.
- They can select from and use a wider range of materials and components and use them to create their designs.
- They can evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- They can understand how key events and individuals in design and technology have helped shape the world.