

Design and Technology

Intent:

We intend to build a Design and Technology curriculum which encourages children to learn to find practical solutions to real and relevant problems within a variety of contexts, considering their own and others' needs.

In all pupils, we aim to:

- 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 in order to design and make high-quality products for a range of uses and users;
- critique, evaluate and test their ideas and products and the work of others;
- understand and apply the principles of nutrition and learn how to cook;
- develop growth mindset through collaborative working, risk-taking and problem solving.

Implementation:

- Teaching of D.T. is based upon the six principles: user, purpose, functionality, design decisions, innovation and authenticity with projects following the cycle of:
- Research, explore and investigate existing products;
- Learn and develop skills, using a range of tools, techniques, materials and components safely;
- Develop ideas;
- Make (with continuous evaluation and adaptation and applying their learning from across the curriculum);
- Evaluate, according to design criteria.

Design Technology

The six principles:

- **User** Children should design and make products that:
 - are for an intended user
- **Purpose** • perform one or more defined tasks
- **Functionality** • function effectively to fulfil the users' needs

- **Design Decisions** When designing and making children should:
 - make their own decisions
 - draw on learning from other subjects
- **Innovation** • Have scope to be original with their thinking
- **Authenticity** • create products that are meaningful to themselves and others

Impact:

Children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of their lives. Through carefully planned and implemented learning activities, the pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.