

Design and Technology

Why teach Design and Technology? (Intent)

Our Design and Technology curriculum allows children to exercise their creativity through designing and making. The subject develops children's creativity, sets them challenges grounded in real-life situations that engage and inspire, and equips children with the knowledge and skills to be resilient and solve problems.



Our children are taught to combine their designing and making skills with knowledge and understanding. They will build upon their previous knowledge to allow them to think more carefully about their designs. They will consider what worked well and be able to reflect on their own creations.

Through the evaluation of past and present design and technology, children will develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and wellbeing of the nation. Children will also understand how key events and individuals have helped shape design and technology globally.

The subject allows children to apply the knowledge and skills learned in other subjects, particularly Maths, Science, Computing and Art and Design.

How we teach Design and Technology (Implementation)

All teaching of Design Technology follows the design, make and evaluate cycle, with each step rooted in technical knowledge and vocabulary. We give meaning to the children's learning by making sure that the design process has a real life, relevant context.

Children can choose from a wide range of tools and materials for their work and once they complete their projects, they evaluate their own products against the design criteria.

Our curriculum is enriched by a design and technology association and we also work alongside local an employer which helps in our food technology teaching, and visit local businesses where appropriate.

What your children will learn (Impact)

- How to use a range of tools, materials and components safely.
- How to carefully choose the relevant tools required and develop confidence within their own decision making.
- How to design, make and then critically evaluate their work.

- An understanding of the ways in which people have designed products in the past and present to meet needs.
- The principles of nutrition and understand how to cook. Children will learn how to cut and prepare vegetables/fruit.
- Develop their skills in a number of areas including; food, structures, mechanism, pneumatics, textiles and electricity.
- Understand how the process of Design and Technology works and have an excellent starting point for learning in KS3.