Design and Technology Curriculum Intent

"Design and Technology provides pupils with unique opportunities to learn and apply creative, practical and thinking skills to real, everyday problems. These are vital developmental experiences for everyone, supporting better choice making by individuals – as citizens, entrepreneurs and decision makers. And let's not forget fun…for many being creative is a great source of satisfaction, fulfilment and happiness."

Wayne Hemingway, Designer

Our Design and Technology curriculum is designed to equip our children with a variety of skills and knowledge to be able to become more confident and able in designing and creating products that solve real life problems. We want them to become lifelong learners and to aspire to work within the design industry.

Design and Technology in our trust is an inspiring, rigorous and practical subject. Children will make products within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. We want pupils to develop the confidence to take risks, through drafting design concepts, modelling, and testing and to be reflective learners who evaluate their work and the work of others. Through our scheme of work, we aim to build an awareness of the impact of Design and Technology on our lives and encourage pupils to become resourceful, enterprising citizens who will have the skills to contribute to future design advancements. High-quality Design and Technology education make an essential contribution to the creativity, culture, wealth and well-being of the nation.

Our Design and Technology curriculum is accessible for all children, adaptations are made to allow all pupils to achieve and reach their potential. For example, adapting the tools and equipment used to support pupils with limited fine motor skills. Pupils showing higher learning potential are challenged and further encouraged to develop their skills and knowledge.

The Design and Technology National curriculum outlines the three main stages of the design process: design, make and evaluate. Each stage of the design process is underpinned by technical knowledge which encompasses the contextual, historical, and technical understanding required for each strand. Cooking and nutrition has a separate section, with a focus on specific principles, skills and techniques in food, including where food comes from, diet and seasonality.

The national curriculum for Design and Technology aims to ensure that all pupils:

- 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 prototypes and products for a wide range of 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.

In Design and Technology, the children will also be developing their character education though the explicit teaching of a range of learning dispositions, including the 6Rs. We aim to deliver our Design and Technology curriculum via activities which are successful incubators of these essential life skills, such as being self-directed, flexible, open minded and creative.

Respect, Responsibility, Resourcefulness, Resilience, Reciprocity, Reflection