

Design & Technology (DT)

Our Design and Technology curriculum is designed to encourage curiosity, enjoyment and resilience. During DT children develop their skills through problem solving, evaluating and analysing.

<u>Intent</u>	<u>Implementation</u>	<u>Impact</u>
• To develop a passion for Design and Technology. • To inspire children to be creative and imaginative in their ideas of what they want to develop and make in school and at home. • For children to experience a curriculum that has breadth, depth and balance which encourages them to actively participate in the changing technological world, as users, consumers, service makers, designers, innovators or observers. • For children to develop confidence in their decision-making, take risks and increase their sense of personal worth through the production of quality outcomes. • For children to be resilient, independent learners who are not afraid to have a go or phased if they don't succeed on their first attempt. • To develop the skills to design and make real products that can be used allowing children a sense of real achievement.	• Encourage and celebrate children's development and achievement via class books, assemblies and social media. • Enable practical learning experiences that make the learning accessible to all pupils. • Encourage pupils to use knowledge and understanding from across the curriculum and apply them in practical activities. • Develop the skills to design and make real products that can be used allowing pupils a sense of real achievement. • Show children how they can benefit from seeing their own progress and taking greater responsibility for their learning as they begin to evaluate the quality of their work. • Provide high quality opportunities and resources. • Provide contextual situations and experiences that give children a sense of 'real-life'. • To focus on the four stages of a product: research, design, make and evaluate.	• Feedback from the children about their experience. • The children have a sense of pride and achievement. • The children understand how 'real-life' design works. • The children appreciate the value and worth of a product. • The children make something that is enjoyed by themselves and others. • Children are aware and understand the implications of health and safety. • Children have the skills and knowledge to progress through their education.