



Our Design and Technology (D&T) Curriculum

“Life is a mountain of solvable problems” James Dyson

Work Together

Design and technology is a subject to inspire, build confidence and to encourage children to see the world in a more creative way.

In this subject, we aim to give children some of the skills to tackle practical problems they may face in life, from growing their own food, repairing clothes, toys or electronics as well as the confidence and resilience needed to overcome problems they face when doing this.

Children will learn about the design process by experimenting with a wide range of resources and understanding what works and what does not.

Grow Together

Children develop and master a variety of skills appropriate to the area being studied. They select and use the correct tools safely and carefully and learn how to look after and store these tools. There is a focus upon making high quality products as an outcome to any project.

Children explore and develop skills through these mediums: Food; Textiles; Electricals and electronics; Computing; Construction; Mechanics; Materials (*wood, plastic, cardboard, paper*). Children also have the opportunity, where feasible, to study historical designs and great designers.

Across the schools, children have the opportunity to innovate on and suggest changes and improvements to historical designs in the light of modern understanding, knowledge, materials and techniques.

Whenever possible we will make trips to places where children can be inspired by existing designs or be inspired to make new designs for an identified purpose.

We incorporate D&T learning and skills development into the wider curriculum such as when planning and designing topic webs, in science and in outdoor learning opportunities. We invite experts in to demonstrate and teach specific areas and to model specialist skills and techniques. We look for opportunities to work across the Federation to pool our knowledge and experiences as designers.

Children should be willing to take creative risks when designing. They will apply knowledge and skills developed in other subjects, such as maths and science, to aid the processes of learning, designing and making. They carry out thorough research, show initiative and ask questions to develop a complete knowledge of users' needs. They will work safely and ethically and be responsible designers and makers with a thorough knowledge of equipment, tools and materials. This includes how to manage risks.

D&T subject leaders undertake an annual OMF review and biannually carry out school meeting slots to develop staff subject knowledge.

Flourish Together

Quizzing and questioning both during and at the end of a D&T unit inform us about children's learning and progress.

Children's own evaluation of their work and achievements is an essential part of D&T. Mind maps of children's perceptions, views and opinions on an area being studied will be created at the beginning and end of a unit of work to gauge progress and learning. They will critically evaluate their own work and that of others; suggest improvements and changes; recognise successes and positive outcomes. They will do this through both discussion and through writing.

