

## *Design and Technology*

### *Intent.*

*We believe that a high quality Design Technology education prepares children to deal with tomorrow's rapidly changing world. We want our children to understand real world applications of technology by experiencing hands-on activities that innovate, inspire and bring learning and career opportunities to life. Through the study of Design Technology in our school, children will combine practical skills with an understanding of aesthetic, social and environmental issues as well as functions and industry practices. Design Technology in our school is about providing opportunities for children to develop their capability as designers; by combining their design and making skills with knowledge and understanding they learn to create quality products. Our Design Technology curriculum is underpinned by a determination to develop a 'core engineering mind' in our children; the central driver being that children are able to make 'things that work' and 'making things work better.'*

### *Implementation.*

*We recognise that the following central characteristics are ways in which children will think and act when faced with a learning project.*

- Design (including research, seeing whole systems and parts and how these connect, pattern seeking, recognising interdependencies and synthesising. Opportunities to solve problems, clarify needs, checking existing solutions, investigating contexts, and verifying are part of the design process.)*
- Making (including being able to move from abstract to concrete, manipulating materials, mental rehearsal of physical space and of practical design solutions. Improving a product by trying to make things better by experimenting, designing, sketching, guessing, conjecturing, thought-experimenting and prototyping.)*
- Evaluating (including testing, analysing, reflecting, rethinking, changing both in a physical sense and mentally.)*
- Using technical knowledge (including using existing knowledge from earlier design projects and other subjects to inform the designing, making and the evaluation process.)*
- Food Technology (including looking into seasonality of ingredients and how they are grown, caught and reared.)*

*Design Technology is taught in all year groups through at least one project per term, and this includes one project linked to food. Design Technology projects are most often cross-curricular and link with our whole school Cornerstones thematic approach for each year group.*

### *Impact.*

*We want children to understand real world applications of technology by experiencing hands-on activities that innovate, inspire and bring learning and career opportunities to life. Through the study of Design Technology in our school, children will combine practical skills with an understanding of aesthetic, social and environmental issues as well as functions and industry practices. We intend to develop strong industry links and encourage the use of STEM ambassadors to enhance learning for our children.*