

Statement of intent

Design and Technology is an inspiring, rigorous and practical subject using creativity and imagination to design and make products. This will happen using a variety of contexts. The children will be required to consider their own and others’ needs, wants and values. This subject allows, and should be used, in a cross curricular way e.g., in mathematics, science, engineering, computing and art. This supports the development of children understanding the purpose and application of the subject in the everyday environment. Pupils will learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present Design and Technology, they develop a critical understanding of its impact on daily life and the wider world.

**NORMS (Culture)**

**HIGH QUALITY OUTCOMES FOR ALL (from Day 1)/ - SUBJECTS ARE A CULTURE**

Design and Technology becomes a natural, embedded element of the school curriculum linking well to half termly topics in each year group. Design and Technology will provide children with inspiring opportunities to use creativity and imagination to design, make and evaluate their own products.



**What have we found out?**

**LEADERSHIP**

* Pupils work together either in pairs or in small groups to critique, evaluate and test their ideas and products and the work of others.
* Adults model correct technical skills safely in Design and Technology and allow pupils to experience a range of materials, resources and tools to design and make their own products.

**RESILIENCE**

* Pupils will learn new skills and techniques throughout the different key stages in school and develop these in Design and Technology projects.
* Pupils will become resourceful, innovative, enterprising and capable citizens.
* Pupils, through evaluation of past and present design and technology, will develop a critical understanding of its impact on daily life and the wider world. They will also understand that all technology has improved over time and that this success has come from the ‘evaluating and improving’ process.

**EXCELLENCE**

* Pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
* Pupils build and apply their knowledge, year by year, understanding and using more complex skills to design and make high-quality prototypes and products.
* Pupils can use their skills and expertise in other subjects, including mathematics, science, computing and art. This enables the children to become more confident and independent in their own projects.

**AMBITION**

* Pupils understand and apply the principles of nutrition and gain a real interest in learning how to cook.
* Pupils become designers, inventors and problem solvers and relish the opportunities they have to plan, make and evaluate their own products.
* Pupils use their own initiative and imagination to create their own unique designs and products using their understanding of ‘Design and Technology’ in the wider world.