

Subject Overview: Design and Technology

Intent

We aim to:

Deliver Design and Technology as a practical subject which hones and fosters creativity and imagination, so that pupils design and make products that solve real and relevant problems within a variety of contexts.

Draw on disciplines such as mathematics, science, engineering, computing, and art, thus creating strong cross-curricular links.

Encourage pupils to take risks, becoming resourceful, innovative, enterprising, and capable citizens.

Construct and deliver Design and Technology lessons that allow pupils to evaluate past and present design and technology, developing a critical understanding of its impact on daily life and the wider world.

Provide opportunities for pupils to build and apply a repertoire of knowledge, understanding and skills to design and make high-quality prototypes and products for a wide range of users.

Construct and deliver explores where pupils can critique, evaluate and test their ideas and products and the work of others.

Demonstrate the skills of cooking and ensure pupils are aware of the importance of nutrition and a healthy, balanced diet.

Implementation



Excite



Explore



Excel/
Assessment



Themes



Writing



Reading



Connections



Sequence



Essential
Skills



Essential
Concepts



Essential
Vocabulary



Essential
Knowledge



Critical
Thinking



People, Place,
Time



Wellbeing



Family
Learning

Intended Impact:

Pupils of all ages and abilities will have developed the creative, technical, and practical expertise needed to perform everyday tasks

Pupils will have and will demonstrate a clear enjoyment and confidence in Design and Technology. They will possess the skills and knowledge needed to participate successfully in an increasingly technological world.

Pupils will apply learning from a Design and Technology explore to other areas of the curriculum.

Pupil's skills and knowledge are continually assessed by the class teacher, throughout lessons and in quiz questions and Excels with a Design and Technology focus which will inform future planning.

Pupils will have a secure knowledge of the design, make, and evaluate process. They will be able to respond to a problem with an appropriate solution and create prototypes and products which either solve a problem or perform a task.