Our School Vision:

''You are the light of the world. A school that stands on a hill cannot be hidden''. (Adapted from Matthew 5:14)

When we are doing Design and Technology in Key Stage 1, we will explore:

- Mechanisms, food, structures and textiles.
- Technical Knowledge:

Children will build structures, exploring how they can be made stronger, stiffer and more stable.
They will explore and use mechanisms (for example, levers, sliders, wheels and axels), in their products.
Pupils will use the basic principles of a healthy and varied diet to prepare dishes and understand where food comes from.

Design Technology is a platform for divergent thinking.
"Divergent thinking isn't the same thing as creativity. I define creativity as the process of having original ideas that have value. Divergent thinking isn't a synonym but is an essential capacity for creativity. It's the ability to see lots of possible answers to a question… Sir Ken Robinson

What do we learn?

The National Curriculum (2014) for Design and Technology states that all pupils should:

1. Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
2. Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a range of users.
3. Critique, evaluate and test their ideas and products and the work of others.
4. Understand and apply the principles of nutrition and learn how to cook.

At Preesall Fleetwood's Charity C of E School, we follow the Lancashire planning for Design Technology, with Projects on a Page from DATA to ensure we meet the aims of the National Curriculum.
Learning is progressive and sequential with children building skills over time, in inspiring units of work

Design & Technology

When we are doing Design & Technology in Key Stage 2, we will explore:

- Mechanisms, food, structures, textiles, electrical Systems (with computer control) and mechanical Systems
- Technical Knowledge:

Pupils will apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
They will understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).
They will understand and use electrical systems in their products (for example, series circuits incorporating switches, bulbs, buzzers and motors).
They will apply their understanding of computing to program, monitor and control their products.
Pupils will understand and apply the principles of a healthy and varied diet, prepare and cook a variety of predominantly savoury dishes using a variety of cooking techniques and understand seasonality—knowing where and how a variety of ingredients are grown, reared, caught and processed.

Intention of Design & Technology

At Preesall Fleetwood's Charity School, we see Design Technology as an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. We look at both our school family and the wider wprld when tackling projects; learning to overcome any barriers that we may face.

They acquire a broad range of subject knowledge and wherever possible we encourage pupils to draw on other disciplines such as mathematics, science, engineering, computing and art.

The children are given the opportunity to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators and risk-takers. This will equip our children for the next phase of their life journey.

Resourcefulness, resilience, perseverance and innovation are encouraged through the designing, making and evaluating process and children learn how high-quality design and technology makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Implementation of Design & Technology:

At Preesall Fleetwood's Charity Primary, heads and hands work together. Children have to think about specific purposes and uses for their products, demanding critical thinking skills and creativity, rather than simply following instructions to make something.

We use DATA Projects on a Page to ensure progressive steps through the Design & Technology curriculum in the context of class topics in the Lancashire plans.

Children are involved in:

- Investigative and Evaluative Activities (IEAs) where they learn from a range of existing products and find out about D &T in the wider world;
- Practical Focused Tasks where they are taught specific technical knowledge, designing and making skills;
- Designing, Making and Evaluating Assignments where they create functional products with users and purposes in mind.