



Design Technology

Intent:

- For all children to receive purposeful, rigorous and practical lessons.
- For all pupils to show creativity and imagination in their designs.
- For designs to be relevant and solve real problems within different subjects linked to history, geography and science topics each term.
- For all children to acquire a broad range of subject knowledge, drawing on STEAM (science, and technology, interpreted through engineering, and the arts, and based in mathematics) subjects to compliment DT.
- For all children to learn to take risks, becoming resourceful capable citizens.

Implementation:

- Lessons to be taught termly, through a range of engaging and practical sessions which include the processes of design, make, evaluate and research.
- Discreet skills will be taught through projects every term, linked where possible to the learning in other subjects.
- A progression of skills and objectives are built upon to ensure children have the opportunity to develop their knowledge and understanding as they move through each key stage.
- Long term plan followed to ensure coverage of units of work, followed in line with the guidelines set out in the NC.
- Linking STEAM subjects so that children learn the real world applications of their learning.
- Children to be taught about technical knowledge which they will evaluate and make suggestions about potential improvements.

How are we developing Cultural Capital for our pupils?

- Invite parents into school to share workshops with the children
- Visits which inspire future careers in DT, providing practical hands on experiences with local employers.
- Outreach visitors to work with children across all year groups.