Intent: What do we want children to learn?

In conjunction with the 2014 National curriculum we offer a high-quality design and technology education, which utilises creativity and imagination. Pupils design, make and evaluate products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

Through teaching art at Rodbourne Cheney we aim to ensure that all pupils:

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

Key areas for development:

- To ensure children are given the opportunities to explore and experiment with a wide variety of materials.
- Ensuring there are cross-curricular links within the planning of design and technology.

Design and Technology policy in a nutshell

Implementation: How do we do it at Rodbourne Cheney?

At Rodbourne cheney primary school we use a variety of teaching and learning opportunities in design and technology. Pupils at Rodbourne cheney primary school will use other disciplines such as mathematics, science, engineering, computing and art to learn how to design and make products that solve real and relevant problems. We celebrate all our children's achievements through stimulating displays and opportunities for parents and the wider community to take part in special events.

Impact: What are the outcomes and strengths?

Learners are able to:

- Design - research and develop designs that respond to criteria. Children generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.
- Make - children make from a wide selection of materials and tools or ingredients according to their functional properties and aesthetic qualities.
- Evaluate - children evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Technical Knowledge - Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Understand and use mechanical systems in their products. Apply their understanding of computing to program, monitor and control their products.