



Design & Technology

Design and Technology is part of the Early Years Foundation Curriculum through **Physical Development** which includes Moving and Handling and Health and Self Care and **Expressive Arts** which includes Exploring Media and Materials and Being imaginative. It continues to be a compulsory foundation subject through Key stages 1 and 2 and further as the children leave our school.

In Shelley First School then it is clear then that what is taught and learned in Reception is built on in KS1 and further in KS2.

There are five clear aspects to teaching and learning in D&T which are Designing, Making, Evaluation, Technical Knowledge and Cooking and Nutrition. This ensures that what our children design and create is set in a context, has meaning, has function and requires a set of specific skills, for example;

A developing knowledge of tools and materials, joins and mechanisms, researching existing products, designing, adapting and communicating ideas understanding and following health and safety and understanding food origins, food groups and how to prepare dishes with and without a heat source.

Some projects are therefore to learn and develop specific skills and are set by adults and some projects are designed by the children to ensure they understand the purpose and value of D&T in everyday life.

The D&T topics our children are involved in are set in a range of contexts for example, home or community (playground for example) or to bring a story to life, or support a creative project (our space ship for example) or as competitions (catapult capable of the longest/highest throw etc.)

Our children enjoy the challenges D&T provides and these challenges are different for each child because they are all unique have strengths in different aspects.