

# Design Technology Curriculum Statement



Design and technology knowledge is far deeper than just remembering facts, it's creative, practical and allows children the opportunity to solve real and relevant problems, individually and as a team.



To engage and cultivate a whole school ethos of profound understanding, self-confidence and competence in design and technology – with a shared philosophy and pedagogy that produces strong, secure learning; enabling tangible progression for all.



We provide a curriculum which:

- Encourages all children to have a resilient and determined approach to learning (Growth Mindset).
- Has unapologetically high expectations of achievement, effort and attitude.
- Provides a wide range of memorable and purposeful experiences to solidify the process of designing, making and evaluating ideas.
- Identifies essential learning across all areas of the curriculum for each stage with particular reference to vocabulary, designing, making and evaluating.
- Focuses on ensuring all children acquire, memorise and apply this learning within real and relevant problem-solving activities.

And so:

- Draws pupils into learning at a deep and satisfying level through engaging problem-solving activities.
- Prepares children well for the next stage of learning through mastery of year group objectives.