

## *Statement of Intent – What we want our children to gain from Design Technology lessons*

We aim to inspire our children through the Design and Technology (DT) curriculum – making links to the wider world of engineers, designers, chefs and architects. We create an environment to enable children to develop their creativity and practical expertise needed to perform everyday tasks confidently and successfully. Children's interests are supported, ensuring that links are made in a cross curricular way, giving children motivation and meaning for their learning while creating a range of structures, mechanisms, textiles, electrical systems and food products with a purpose. Children will also have the opportunity to understand where food comes from and apply the principles of nutrition as they learn to cook.

We follow the design, make and evaluate cycle. Children are taught to combine their designing and making skills with knowledge and understanding in order to design and make high-quality prototypes and products for a wide range of users.

During the making process, children are given choice and a range of tools that they will learn to use properly and effectively – leading to them being able to choose freely the best apparatus for them to use as they progress through the school.

To evaluate, children are given the opportunity to evaluate their own products against design criteria. Evaluation is an essential part of the D&T process and allows children to adapt and improve their product.

Equal weight is put in to each of the three processes of design, make and evaluate. Each step is rooted in technical knowledge and vocabulary.

Children learn new skills progressively, building on prior learning and skills taught as they move through the school. These are key skills which they will take into further education and can transfer to other areas of life.

### ***BIG IDEAS***

**DESIGN** – I am a designer because I use my creativity and experimentation to design new products.

**MAKE** – I am a designer because I learn and apply practical and technical skills.

**EVALUATE** – I am a designer because I use my problem-solving skills to adapt and improve my own products.