

Design and Technology Intent, Implementation and Impact

Intent:

- Children to use creativity to design and make products within a variety of contexts and act as responsible designers
- We aim to create strong cross-curricular links with other subjects, such as, maths, science, computing and art
- We want Design and Technology to prepare our children, give them equal opportunities, responsibilities, and experiences to build upon in later life
- Children to critically evaluate their own products and suggest improvements for future, considering their own and others' responses

Implementation:

- Each project from Year One to Year Six addresses the principles of designing, making and evaluating, including technical knowledge and understanding in relevant contexts
- Well planned and resourced projects providing children with hands-on and enriching experiences
- A range of skills are taught, with focus on developing the children's awareness of health and safety issues related to the tasks undertaken
- Careful planning subject specific vocabulary is taught to the children, providing them with a rich and extensive vocabulary by the end of KS2

Knowledge and Understanding:

The children's understanding and knowledge of Design and Technology will be broadened through the teaching of the following key concepts.

- Mechanisms
- Construction
- Textiles
- Food
- Computing
- Electronics

Impact:

- Children will acquire a rich and extensive vocabulary through well planned and sequenced teaching
- Children know more, and remember more, by building upon their knowledge of key concepts over time, helping them to make good or better progress
- Children will obtain a strong foundation of knowledge and skills to see them equipped to build upon in Secondary Education
- Children will gain creative, technical and practical expertise needed to perform everyday tasks confidently