

## Curriculum Rationale

### DESIGN & TECHNOLOGY



### Intent

- Provide a high-quality DT curriculum that develops creative and practical skills and inspires designers of the future.
- Design and make products that solve real and relevant problems within a variety of contexts.
- Learn basic cooking skills and develop a love of cooking, applying the principles of nutrition and healthy eating.
- Become more environmentally-aware and conscious of the design's impact on the planet.
- Consider the needs and requirements of others when designing a product.
- Experiment with designs, take risks and become increasingly resourceful and innovative.
- Develop a critical eye, become more reflective and precise.
- Give valued feedback, evaluate and test ideas which will improve the outcome of a project.
- Evaluate past and present designs and develop an understanding of their impact on daily life and the wider world.
- Draw connections between DT and other subject areas and specifically draw on maths, science, computing and art.

### Implementation

- A carefully sequenced DT curriculum allows children to build on prior knowledge and skills whilst building for future projects.
- Projects are planned using 'Cornerstones' high quality ideas and resources. DT concepts and skills are linked clearly with other subject areas.
- Children will experiment with and select from a range of materials, ingredients, mechanisms and techniques, including: model-making, cutting, shaping, joining, strengthening and finishing.
- Children evaluate existing products and evaluate against design criteria.
- Children follow a process of DESIGN-MAKE-EVALUATE during each project.
- Children prepare and cook predominantly savoury dishes; they will develop their understanding of a healthy diet, seasonality and where food comes from.
- Whole school focus on oracy supports the use of rich vocabulary to describe and critique DT across key stages; this will also help to build technical knowledge and understanding.
- Dual coding is used to identify when different artistic skills are being taught.
- iPads enable the children to access digital tools to design, invent and share using technology.
- Educational visits/visitors are planned to develop understanding of significant designers and inventors and their contribution to the world.

### Impact

- Children are eager and interested in their learning.
- Children will enjoy cooking and are enthusiastic about food.
- Children are confident designers and see the importance of persistence and practice. They are not afraid to experiment or 'have a go'.
- Each year, children will build and apply a repertoire of knowledge, understanding and skills in order to design and make prototypes and products for a wide range of users.
- Children can support each other in giving constructive feedback.
- Children can talk about significant designers and inventors and know about their contributions to society.
- Termly subject leader review meetings to evaluate teaching, monitor outcomes and plan next steps.

