



Chambersbury Design and Technology Curriculum statement

Intent

Design and Technology is an inspiring and practical subject. Design and Technology encourages children to learn to think creatively to solve problems both as individuals and as members of a team. At Chambersbury, we encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators.

Implementation

Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in an iterative process of designing and making. The children research, design and create products that consider function and purpose.

When designing and making, the children are taught to:

Design:

- use research and inform the design of innovative, functional and appealing products that are fit for purpose.
- generate, develop, model and communicate their ideas through discussion, annotated sketches and prototypes.

Make:

- select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing, as well as chopping and slicing) accurately.
- select from and use a wider range of materials, ingredients and components, including construction materials, textiles and ingredients, according to their functional properties, aesthetic qualities and, where appropriate, taste.

Evaluate:

- investigate and analyse a range of existing products.
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

- understand how key events and individuals in design and technology have helped shape the world.

Technical knowledge:

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
 - understand and use mechanical systems in their products.
 - understand and use electrical systems in their products.
- Understand some of the ways that food can be processed and the effect of different cooking practices (including baking).

Although DT will have cross-curricular links with other subjects, we aim to teach 3 units a year per year group of discrete lessons in Years 1 to 6. EYFS will teach skills within their themed topics.

Key skills and key knowledge for D and T have been mapped across the school to ensure progression between year groups. Children learn about real life structures and the purpose of specific examples, as well as developing their skills throughout the programme of study.

Impact

Throughout the design process, we want the children to develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

- They will build and apply a range of knowledge, understanding and skills in order to design and make high-quality products for a wide range of users.
- They should be able to evaluate and test their ideas and products and the work of others
- Children will understand and apply the principles of nutrition and learn how to cook.
 - A good quality finish will be expected in all design and activities made appropriate to the age and ability of the child.

Children will learn how to take risks, becoming resourceful, innovative and capable. Through the evaluation of past and present design and technology, they develop a clear understanding of its impact on daily life and the wider world.