Design and Technology Curriculum Statement

Intent

Our Design and Technology curriculum aims to inspire creativity, problem-solving, and practical skills by enabling pupils to design and make products that solve real and relevant problems.

We follow a structured model of Explore, Design, Make, and Evaluate, ensuring children develop both substantive knowledge and disciplinary skills.

Through this approach, pupils learn to:

- Explore existing products and materials, understanding their purpose, properties, and mechanisms.

- Design purposeful, functional, and appealing products for a specific user, applying design criteria and making informed choices about materials and techniques.

- Make products safely and accurately using a range of tools, materials, and joining techniques, including food preparation and textiles.

- Evaluate their own and others' work critically, considering functionality, aesthetics, and improvements.

Implementation

We deliver DT through a cyclical process of Explore, Design, Make, and Evaluate in every unit:

- Explore: Pupils investigate existing products, materials, and mechanisms, asking questions about purpose, user needs, and functionality.

- Design: Children create plans and annotated sketches, develop design criteria, and select appropriate tools and materials.

- Make: Pupils apply practical skills to construct products safely and accurately, using techniques such as cutting, joining, sewing, and incorporating mechanical or electrical systems.

- Evaluate: Children test their products against the design brief, reflect on successes and areas for improvement, and seek feedback from peers or users.

Progression is mapped across year groups, ensuring increasing complexity in design thinking, technical skills, and evaluation. Cross-curricular links, such as mathematics for measuring and science for understanding materials, are embedded throughout.

Impact

By the end of KS2, pupils will:

- Demonstrate a secure understanding of the design process and confidently apply the Explore, Design, Make, Evaluate model.

- Produce creative, functional, and well-made products that meet specific design criteria.

- Show resilience and problem-solving skills when adapting designs and overcoming challenges.

- Use technical vocabulary accurately to explain their ideas and evaluate outcomes.

- Understand the importance of healthy eating and apply principles of nutrition in food-based projects.

- Be prepared for further study in Design and Technology, equipped with practical skills and an appreciation of how design shapes the world.