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Belong Believe Become

“Do not be afraid: keep on speaking, do not be silent. For I am with you”

Acts 18:9-10

**Curriculum Intent Statement**

**Design Technology**

Design Technology is about providing opportunity for children to use creativity and imagination to design and make products that solve real and relevant problems, considering their own and others’ needs. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world

At Snainton Church of England Primary School we intend to …

* Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
* Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.
* Critique, evaluate and test their ideas and products and the work of others.
* Understand and apply the principles of nutrition and learn how to cook.

Implementation

Design and Technology is a crucial part of school life and learning and it is for this reason that as a school we are dedicated to the teaching and delivery of a high-quality Design and Technology curriculum.

In Nursery, children explore toys and ask questions about how they work. They use their making bench to independently select materials to engage with the process of making. They are taught to use scissors to cut and assemble by different means. The focus is on the process of making rather than the outcome. This continues to Reception where children are able make choices about what they want to make with the available resources. They are able to experiment with design and making process in their play.

In KS1 and KS2, the Design Technology curriculum is planned over a 4- year rolling programme.

Each project from Year 1 to Year 6 addresses the principles of designing, making, and evaluating and incorporating relevant technical knowledge and understanding in relevant contexts.

Impact:

Children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum. Through carefully planned and implemented learning activities the pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. They gain a firm foundation of knowledge and skills to see them equipped to take on further learning in Secondary School.