



# Impact

Children enjoy their D&T projects and speak enthusiastically about the subject.

Children communicate ideas and designs in 2D & 3D, using a variety of techniques including computing.

Children have a solid grounding in each D&T strand, preparing them for D&T studies in KS3 and beyond.

# Implementation

We follow a clearly sequenced and progressive program of study based on the DATA's recommendations.

DATAs Projects on a page are used to plan each project, ensuring children regularly undertake: Investigative and Evaluative tasks and Focused Tasks to ensure they gain the skills and knowledge required to complete their Design, Make and Evaluate Assignment.

High quality teaching, with scaffolding and support in place where needed and use of age appropriate pedagogy, ensures that we meet the needs of all children.

Children develop sophisticated practical skills. Increasing skills, knowledge and competence in using machinery, techniques and processes.

Children know that each project involves designing and making **Something, for Somebody for Some purpose (The 3 S's)**.

Projects enable children to develop well-conceived and well-executed practical solutions.

## Character

We want our children to become resourceful, enterprising and capable citizens. Problem solvers and innovators with the motivation, skills and understanding coupled with the strength of character to become caring contributors. The inspiring change makers of the future.

## Innovation

lies at the heart of our Design and Technology curriculum. Within each project, children explore existing products and innovate upon these to meet the needs of their intended users, utilising technology to develop skills and enhance their designs.

## Academic

D&T motivates children to use their creativity and imagination, to solve real and relevant problems, considering their own and others' needs, wants and values. To do this, they not only utilise D&T skills, knowledge and processes but also those learnt in: maths, science, computing, literacy and art.

## Community

A high-quality DT education contributes to the creativity, culture, wealth and well-being of the local, national and global community. Our children learn about the development of the man made world and how engineers and designers past and present have had an impact on our lives.

The D&T principles 'star diagram is used to evaluate medium and short term planning in relation to each of the D&T principles.

Yearly food projects ensure children understand the importance of nutrition, a balanced diet and the characteristics of a broad range of ingredients in choosing and preparing food.

Children have an awareness of the development of the man made world and how engineers past and present have had a positive impact on our lives.

Children take inspiration from D&T throughout history. Using their knowledge of inventors, designers, engineers, chefs and manufacturers who have developed ground breaking products to create their own innovative designs.

Children understand developments in D&T and the responsibilities of designers, including environmental responsibilities.

