Design and Technology at Wheatcroft

"Design and technology is about making things that people want and that work well. Creating these things is hugely exciting."
James Dyson

Design and Technology is an inspiring, rigorous and practical subject that should make an essential contribution to creativity, culture, wealth and wellbeing.

Our intended aims are to:

- engage and inspire children to use creativity and imagination to design and make products that solve real and relevant problems in a variety of contexts.
- enable children to become autonomous and creative problem solvers who can take risks and become resourceful, innovative, enterprising and capable citizens.
- Develop children's critical understanding of the impact of past and present design and technology on daily life and the wider world.
- develop the creative, technical and practical expertise needed to participate successfully in an increasingly technological world.
- develop skills, attitudes and attributes that can support learning in other subjects and that are needed for life and work.

How we intend to implement this:

- Design and Technology is taught within the school's linked learning themes which can provide a meaningful context or user where appropriate. Planning draws on subject knowledge across disciplines such as mathematics, science, engineering, computing and art where appropriate.
- In the foundation stage, design and technology comes within the area of learning and development 'Expressive Arts and Design'.
- Key Stage1 and 2 planning provides opportunities for children to engage in an iterative process of designing, making and evaluating prototypes and products in a range of relevant contexts.
- Planning reflects the 'Something, for Someone, for Some purpose' principle.
- Children are given opportunities to design a range of authentic, purposeful, functional and appealing products for a range of users, thinking about those users' wants and needs.
- Children are taught to communicate their ideas effectively.
- At the making stage, children are taught to use a range of tools and equipment to perform practical tasks with increasing accuracy and are able to select from an increasing range of materials and components according to functional properties and aesthetic qualities.
- They develop their technical knowledge of structures and mechanisms to apply to their products.
- Children are taught how to cook and apply the principles of nutrition and healthy eating.
- Children are encouraged to investigate existing products as well as evaluate their own work against design criteria.
- In Key Stage 2, they develop understanding of how key events and individuals in design and technology have helped shape the world.

How we intend to measure impact:

- Through 'pupil voice', children are able to talk positively about their learning in design and technology and the impact it has.
- Design and technology learning is built on progressively and assessment measures achievement against a progression of skills in research, designing, making, evaluating, technical knowledge, and food and nutrition.
- Our children enjoy their Design and Technology learning and are able to evaluate their products confidently.