



Otley All Saints C.E Primary School

'Learning, Love and Laughter Every Day'

D.T

Curriculum Statement: *'Design and technology gives children the opportunity to develop skills, knowledge and understanding of designing and making functional products. It introduces children to structures, electrical control and a range of materials including food. Design and technology gives scope to nurture creativity and innovation through design, and to explore the designed and made world in which we all live and work'.*

<p>Intent</p>	<p>Design and Technology is an inspiring, rigorous and practical subject. Design and Technology encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. At All Saints', 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, considering their own and others' needs, wants and values. We aim to, wherever possible, link work to other curriculum areas such as maths, English, science, 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 and risk-takers. We also want our children to have an understanding of the issues that the world faces and have a deep awareness and understanding of the sustainable global goals. Essentially, we want our children to be global citizens of the future. We know that education plays a central role in achieving the targets of the SDGs (Sustainable Global Goals). Reference to the SDGs, along with SMSC, are threaded in D.T, lessons where appropriate, to help children have an awareness of world-wide global connectedness and of well-known innovators in the field of design technology and the impact they have had on the world around them.</p>
<p>Implementation</p>	<p>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 work in a range of relevant contexts (for example home, school, leisure, culture, enterprise, industry and the wider environment). When designing and making, the children are taught to:</p> <p>Design: use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups and generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Make: select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing) accurately and select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</p> <p>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 and understand how key events and individuals in design and technology have helped shape the world.</p> <p>Technical knowledge: apply their understanding of how to strengthen, stiffen and reinforce more complex structure, understand and use mechanical systems in their products, understand and use electrical systems in their products and apply their understanding of computing to program, monitor and control their products.</p>
<p>Impact</p>	<p>We ensure that children:</p> <ul style="list-style-type: none"> ● 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 and critique, evaluate and test their ideas and products and the work of others ● Have an awareness of the impact of design technology across the world and how sustainable development can factor into designing products and the future of a more sustainable world. ● understand and apply the principles of nutrition and learn how to cook. Children will design and make a range of products. A good quality finish will be expected in all design and activities made appropriate to the age and ability of the child <p>Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and global technology from around the world, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.</p>