



DT at Burton Joyce Primary School



Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. This allows them to reflect on and evaluate present and past design & technology assessing its use and impact on the world. Design & technology helps all children to become astute and informed future consumers and potential innovators.

Our DT curriculum is split up into 4 elements:

- Designing
- Making Skills
- Generating Ideas
- Evaluation

These elements do not stand as isolated parts; thinking and work is often a combination of all or a number of them.

Implementation

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:

Design

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at individuals or groups
- Describe the purpose of their products and indicate the design features of their products that will appeal to intended users

Make

- select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing) accurately
- 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

Generating Ideas

- Share and clarify ideas through discussion
- Model their ideas using prototypes and pattern pieces
- Use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas
- Use computer-aided design to develop and communicate their ideas

Evaluation

- 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
- understand how key events and individuals in design and technology have helped shape the world

Key skills and key knowledge for D.T have been mapped across the school to ensure progression between year groups. This also ensures that there is a context for the children's work in Design and Technology; that they learn about real life structures and the purpose of specific examples, as well as developing their skills throughout the programme of study.

Impact

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. Children 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. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.