Landscore Primary School

Subject Rationale - Design and Technology

Purpose of study

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. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. 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. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Aims

The national curriculum for design and technology aims to ensure that all pupils:

- 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.

Intent

At Landscore we strive to deliver Design and Technology by ensuring it is practical and makes meaningful links to other areas of the curriculum and our 'themes'. We look to develop creativity and imagination by planning and delivering lessons that allow children the opportunity to use their own ideas. We ensure a range of practical skills are developed alongside crucial technical knowledge and a deep understanding of the design process.

Implementation

Design technology is specifically taught during three themes each year. Teachers use key concepts and the National Curriculum content to ensure they are delivering sessions that build on children's knowledge and allow for the development of key practical skills.

Outcomes for DT learning are planned to allow children the scope to use their creativity and innovation to produce final pieces.

Impact

We aim for children's final outcomes in DT show they have had the opportunity to develop the knowledge and understanding of the design process as well as the technical skills required to produce a successful final piece. Across the school progression is clear in both children's ability to carry out the design process and their technical knowledge.