

Design Technology

Design Technology is an integral and key subject of our creative curriculum themes. Children design and make products that solve real and relevant problems 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.

Through their work in Design Technology, children learn how to take risks and become 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.

During Early Years and Key Stage One, children build on early experiences of investigating objects around them, exploring how things work and learning how to design and make simple objects safely. It is through these experiences that children are able to develop a range of key skills for example, joining techniques, the use of basic tools and following simple plans and recipes.

In Key Stage Two, these skills are added to and developed. Children also work on their own or as part of a team on a range of design and make activities. They describe the purpose of their products, say how they can appeal to an intended user and explain how their products work. They select and use tools and materials which are suitable for a task. As they progress through KS2, they can use tools more accurately and use them to assemble products more precisely. They plan and evaluate their work drawing on knowledge and understanding from other areas of the curriculum.

