Curriculum Statement for Design and Technology

Design and Technology Intent

At Highbury the intention of the Design and Technology curriculum is to enable children to be engaged, inspired and challenged by equipping them with the knowledge and skills to design, make, evaluate and improve their own products.

The approaches to gaining knowledge and skills in relation to Design and Technology, are taught through building on the understanding and techniques to design and make products for a wide range of users. In addition, the children will be testing and evaluating ideas and products of others as well as understanding the principles of cooking and nutrition. The Design and Technology curriculum provides equal opportunities for all children to engage in new experiences; children from all backgrounds including disadvantaged should have the same opportunities using our school values to promote positive attitudes to learning and developing a growth mind set for all.

Implementation of Design and Technology

At Highbury the Design and Technology curriculum is mapped out across the whole school using the National Curriculum guidance, this is detailed in the whole School Curriculum Overview which maps out all the themes for each year group. The area of Exploring Media and Materials is considered within the EYFS. The Design and Technology Curriculum is planned with a progression of key skills and key vocabulary which is taught explicitly. This progression takes into account prior learning and consolidates the key skills. The children learn the following Design and Technology skills:

To master practical skills

To design, make, evaluate and improve including technical knowledge

To take inspiration from design throughout history

All the tasks follow the Design and Technology principles of completing the following stages:

User:
Purpose:
Functionality:
Design Decisions:
Innovation:
Authenticity:

The Design and Technology curriculum promotes reading and communication skills so children are able to apply their understanding of computer programming and will have the opportunity to write when analysing and evaluating their own ideas and products using design criteria and technical vocabulary.

Impact of the Design and Technology Curriculum

Children will be learning to use a range of tools and equipment accurately, to create products which are linked to termly themes within each year group. This will allow them to develop their creative skills, becoming more proficient in a range of techniques including cooking, so that they are ready for the next stage of their learning at Highbury and when they leave to start their secondary education. The children will leave Highbury with a greater awareness of a range of relevant contexts for example culture, enterprise and industry. Their curriculum experiences will have allowed them to gain an understanding of the process of designing and making and how Design and Technology both reflects and shapes our history and how key events and individuals have helped shaped the world we live in.

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