

Design and Technology

St Botolphs Primary School

Intent

At St Botolphs Primary, 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. Design and Technology is a practical subject and it encourages children to learn to think creatively to solve problems both as individuals and as members of a team. The aim is for products to be researched and explored beforehand and made with a purpose. Individuality should be encouraged. As a school, we aim to make Design and Technology a cross curricular subject, linking it to Maths, English, History, Science, Computing and Art.

Implementation

The teaching of Design and Technology through the school follows the National Curriculum and the Chris Quigley progression of skills document. The progression of skills is divided into 3 milestones, that spread over a 2 year period. These cover food, textiles, materials, construction and electronics. Each milestone builds on the previous one. At the start of the Design Technology area of learning, children will be given the opportunity to research products and famous designers/architects. They will pull strands from that research, to create their own products. During the planning process, computing will be used to develop ideas, particularly in KS2. As well as working individually to develop their own learning, children will be asked to work collaboratively. This will enable collective problem solving. During the "making" phase, children will be encouraged to make on-going changes and improvements.

Early Years Foundation Stage

During the EYFS, pupils explore and use a variety of media and materials through a combination of child initiated and adult directed activities. They have the opportunities to learn to:

- Use different media and materials to express their own ideas
- Use what they have learnt about media and materials in original ways, thinking about form, function and purpose
- Make plans and construct with a purpose in mind using a variety of resources
- Develop skills to use simple tools and techniques appropriately, effectively and safely
- Select appropriate resources for a product and adapt their work where necessary
- Cook and prepare food adhering to good health and hygiene routines

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Planning phase for creating DT products

Research	Before making a product, always include research of products. Are there history links that can be made? Can you find a famous designer/architect/engineer? In connection with food, research the sources of the ingredients.
Exploration	Find real life examples or pictures of the products, for the children to examine and evaluate. This is where the DT sheets would come in - looking at features that they like and don't like, to help them to make a final decision.
Computing	Use technology, where appropriate to aid the design process. For Milestone 1, See-Saw should be used. Milestone 2 will be using "Makey Makey" and Milestone 3 will be using "Crumble Kit."
Evaluate and Improve	Throughout the whole process, the children should be encouraged to study their design and decide on any necessary changes and adaptations required, that will improve the product.

Impact

Children will have clear enjoyment and confidence in design and technology that they will then apply to other areas of the curriculum. They will ultimately know more, remember more and understand more about Design Technology, demonstrating this knowledge when using tools or skills in other areas of the curriculum and in opportunities out of school. The large majority of children will achieve age related expectations in Design Technology. As designers, children will develop skills and attributes they can use beyond school and into adulthood.