



Design & Technology Curriculum Statement



Burnham on Crouch Primary School
Connected to our world

Intent

Design and Technology is an inspiring, innovative and practical subject. Design and Technology encourages children to learn to think and intervene **creatively to solve problems** both as individuals and as members of a team. At Burnham on Crouch Primary school, 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, considering their own and others' needs, wants and values. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and the arts.

The children are given opportunities to reflect upon and evaluate past and present design and technology. Its uses and its effectiveness are discussed and children are encouraged to become **innovators and risk-takers**.

In EYFS, children explore and discuss the use and properties of different construction materials. They select materials and techniques for a purpose, design and create products, evaluate the product's effectiveness and adapt their product accordingly.

In KS1 and KS2 each sequence of lessons includes:

- considering the user and purpose of the product they will design to **create** specific design criteria for their product. They will investigate and evaluate existing products thinking about how they are made and how well they fulfil their purpose.
- perform focused tasks developing particular aspects of **knowledge** and technical skills.
- design 'something' for 'somebody' or for 'some purpose'.
- make the product applying knowledge and understanding of materials and components, mechanisms and control systems, structures and health and safety.
- **evaluate** their own product against the design criteria.

Impact:

We ensure the children will:

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