



STATEMENT OF INTENT

DESIGN TECHNOLOGY

Our School Vision

An Inclusive Community Inspiring Life Long Learners

Intent

At Alderley Edge Community Primary School, Design and Technology is an inspiring, rigorous and practical subject. We teach children at our school specific knowledge and skills that are progressive and will allow them to design, make and evaluate quality products as part of their design technology projects but ensure that skills learnt be transferred to real life applications in the future such as through food technology and textiles. Through Design and Technology, we teach the children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. At Alderley Edge Community 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. Design Technology and the design process are central to delivering our school's core drivers of academic excellence, lifelong learning, possibilities and risks, and social intelligence. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators and risk-takers.

Implementation

Our whole curriculum is shaped by our school vision which aims to enable all children, regardless of background, ability, additional needs, to flourish to develop the knowledge and skills to be life-long learners. We teach the National Curriculum, supported by a clear skills and knowledge progression. Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in an iterative process of designing and making. The children design and create products that consider function and purpose and which are relevant to a range of sectors (for example, the home, school, leisure, culture, enterprise, industry and the wider environment).

Key skills and key knowledge for design technology have been mapped across the school to ensure progression between year groups. The context for the children's work in Design and Technology is also well considered and children learn about real life applications and the designers, creators, architects, chefs and engineers who have helped shape the world in which we live from past and present. Design and technology lessons are often taught as a block so that children's learning is focused throughout each unit of work.

Impact

We ensure the children:

- 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. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation they may face in their futures.