Design & Technology

Sticklepath Intent

Empowering our children (and staff) through deep learning to change:
> Themselves
> Their Community
> Their World

Our curricular aims are to develop **Growing Minds** that are **Curious, Critical Communicators**.

The subject of design and technology at Sticklepath aims to develop empowered problem solving individuals who are able to find creative solutions to a range of problems, as well as design engaging and interesting products for a range of people and purposes. Design and technology is an inspiring, rigorous and practical subject where children will hone skills of designing, making and evaluating, as well as technical knowledge.

We want our children to be deep critical thinkers, able to analyse and evaluate existing products that are already on the market and be able to communicate their opinions to others clearly. As they move through the school, they will also begin to evaluate their own products as well as their peers by consulting their design briefs. This will lead them to be reflective of their own and other's work. As they develop their evaluative skills, they will actively seek out ways to improve products, which will lead them to be more successful designers as well as active learners.

Within design and technology, our children will also develop professionalism, as they design, make and evaluate their own products. At KS1, the children have opportunities to create real products for themselves or others, finishing it to the best standard they can. As they move into KS2, there is more emphasis on choice for the children. They will learn to select the best tools and finishing materials based on their functionality and aesthetics, leading children to create a professional finished design.

We want Sticklepath children to have the opportunity to gain deep subject knowledge in DT so that they have the knowledge and skills to make products that solve real and relevant problems within a variety of contexts. Their learning will take place in a range of areas as they work with textiles, food, electronics and mechanisms, and they will

learn key vocabulary that links with these areas so that they can communicate their thinking correctly.

NC:

Purpose of study Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, 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. Pupils 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.