DESIGN AND TECHNOLOGY SUBJECT STATEMENT
This statement supports the school vision
SEEKING ✍ SERVING ✍ SOARING ✍

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

Aims
The national curriculum for design and technology aims to ensure that all pupils:
- develop creative, technical and practical expertise to participate successfully in a 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
- 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.

EYFS
Children have access to a design and technology area in the environment and are provided with a range of media and materials. They are taught to safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Children are encouraged to use what they have learnt about media and materials in original ways, thinking about uses and purposes.

Key Stage 1 and Key Stage 2
Pupils are taught to understand and apply the content, skills and processes in the relevant programme of study. Through a variety of creative and practical activities, pupils will be taught the knowledge, understanding and skills needed to engage in the process of designing and making. They work in a range of contexts to:
Design
- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make
- select from and use a range of tools and equipment to perform practical tasks [e.g. cutting, shaping, joining]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate
- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Technical knowledge
- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms in their products.