



# Design and Technology Vision

at

## Western Downland CE (VA) Primary School

*Intent, Implementation, Impact*

### Intent

At Western Downland CE VA Primary School Design and Technology is an exciting, creative and practical subject. Using their virtues of creativity and reflection, pupils design and make products that solve real and relevant problems within a variety of contexts.

### Implementation

The national curriculum for Design and Technology aims to ensure that all pupils:

- 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
- 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

The above statements are at the heart of Design and Technology at Western Downland. Each product is designed for a purpose. Throughout their DT journey, pupils acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. They learn how to take calculated risks, becoming both resourceful and innovative. Through the evaluation of pre-existing products, they begin to develop a critical

understanding of its impact on daily life and the wider world. They learn to master new practical skills and develop their technical knowledge as well as developing their designing skills. Teachers planning is supported by the use of 'Projects on a Page' a planning document produced by the Design and Technology Association.

## Impact

At Western Downland through Design and Technology, children learn how to become confident in investigating existing products, designing, making and evaluating purposeful products, while keeping the user in mind. They will have developed skills in and an understanding of working with mechanisms, textiles, structures, electrical systems and food. Pupils will understand how the wider curriculum (eg science, maths and computing), links to Design and Technology in order to use their wider knowledge when designing, making and evaluating purposeful products.