



Curriculum Intent: Walking Tall in Design & Technology

<u>We will ensure that all children are able to achieve in their education.</u>	<u>We will raise aspirations and maintain and ambitious culture.</u>	<u>We will work in a positive, collaborative way with all stakeholders.</u>
<p style="text-align: center;"><u>Achievement</u></p> <p><u>How do we ensure that all children are able to achieve in Design & Technology?</u></p> <p>The Design & Technology curriculum is intended to provide children with an education that is current and relevant in our rapidly changing world.</p> <p>Each year, the topics covered build upon the previous year's learning and provide opportunities to stretch their capabilities.</p> <p>We strive to foster a 'can do' attitude where children are innovators, inventors, and critical thinkers.</p> <p>We believe that our high-quality Design & Technology lessons will inspire children and motivate them to be independent whilst developing their creative, procedural, and technical understanding.</p> <p>Children use resources that may be unfamiliar to them to foster excitement, engagement, and interest. They will have the opportunity to experience a wide range of media including food technology in our designated cookery room.</p>	<p style="text-align: center;"><u>Ambition</u></p> <p><u>How do we raise aspirations and maintain an ambitious culture in Design & Technology?</u></p> <p>Our Design & Technology curriculum is rooted in ambition and opportunity. The children will be exposed to a variety of engineers, designers, chefs, and architects that help build ambitious learners.</p> <p>We provide opportunities to discuss potential career pathways in STEM and maximise the knowledge and understanding that children have about the vast, ever changing employment sector such as our relationship with Nissan.</p> <p>We foster the ethos that success comes from small steps. Children follow a set of skills-based lessons that are progressive and reflective. The outcome, whilst important, is not the overall measure of success.</p> <p>Children can take risks with their Design & Technology work - innovating classics to change perspectives and reinvent existing pieces to become pioneers in the field of Design & Technology. New approaches are welcomed and celebrated.</p>	<p style="text-align: center;"><u>Collaboration</u></p> <p><u>How do children work in a positive, collaborative way in Design & Technology?</u></p> <p>Design & Technology lessons offer opportunities to discuss and make decisions. Children will work together on projects, thinking about the aesthetic, social, and environmental impact of their products as well as functionality. This will create cross curricular links that offer opportunities for discussion and debate.</p> <p>All Design & Technology is celebrated. Citizenship, acceptance, and the importance of being tolerant of other people's views and ideas provides a safe and supportive environment in which pupils' work is valued and appraised positively.</p> <p>Classroom displays reflect all abilities and Design & Technology outcomes and we are kind when we appraise each other's artwork.</p> <p>Our new designated art room and cookery room provide a magical space where the whole class can collaborate on whole class, small group and individual projects.</p>