



Ralph Butterfield Primary School **How do we teach Design and Technology?**

Design and Technology Intent

At Ralph Butterfield Primary School, we understand the immense value that technology plays not only in supporting the Computing and whole school curriculum but overall in the day-to-day life of our school. Our aims are to fulfil the requirements of the National Curriculum for Computing whilst also providing enhanced collaborative learning opportunities, engagement in rich content and supporting pupil's conceptual understanding of new concepts which support the needs of all our pupils.

At Ralph Butterfield School we aim to engage, motivate and inspire all pupils to become resourceful, innovative and enterprising through our DT teaching, giving them the skills, knowledge and understanding so that they can participate successfully in an increasingly technological world.

Our DT curriculum will usually be taught as part of a theme or topic, and is based on the strands of designing, making, evaluating, technical skills, and cooking and nutrition.

We aim to give all learners the opportunity to:

- Plan, sketch and record ideas.
- Sketch, model and test prototypes.
- Choose and use tools appropriately and correctly.
- Select from and use a wide range of materials.
- Use appropriate finishing techniques.
- Safely use different making techniques.
- Evaluate their own and existing products.
- Consider purpose and users.
- Understand key events and people in the history of design and technology.
- Use the technical skills of sewing, measuring and strengthening.
- Use mechanical, electrical and IT systems.
- Choose, source and cook foods using a range of ingredients.

Children will also have opportunities to participate in workshops given by visiting experts and events in the wider community.