



Design and Technology

Statement of Intent

DT provides children with a real-life context for learning. At Ralph Butterfield Primary School, we want to allow children to aspire to be more, through creating opportunities for them in the wider world. Through the DT curriculum, children should be inspired by engineers, designers, chefs and architects to enable them to create a range of structures, mechanisms, textiles, electrical systems and food products with a relevant, real-life purpose. DT encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. It also gives children opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness, encouraging them to become innovators so that they can participate successfully in an increasingly technological world. High-quality DT education makes an essential contribution to the creativity, culture, wealth and wellbeing of the nation.

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

What this looks like for children at Ralph Butterfield Primary School

Our DT curriculum will usually be taught as part of a theme or topic, which gives children a real life connection to their learning. We provide well planned lessons that demonstrate progression in development of substantive knowledge and skills. English, maths and computing skills are revisited so children can apply and embed the skills they have learnt in a purposeful context. Children also have opportunities to use ICT to design, monitor and control their products. Children are exposed to a wide range of media and, through this, will develop their knowledge, skills, vocabulary and resilience. As designers, children develop skills and attributes they can use beyond school and into adulthood, based on the strands of designing, making, evaluating, technical skills, cooking and nutrition.

At Ralph Butterfield Primary School, we encourage children to use their **ambition**, creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts. We want children to be able to consider their ideas with **integrity**, acknowledging where they have been inspired by others and considering how their products are of benefit. We support children to develop the confidence to take risks because through drafting design concepts, modelling and testing, children learn the resilience and **determination** to deal with setbacks. Through evaluation of their own and existing products, children become reflective learners who reflect upon their work and the work of others with **respect**.