Overview of teaching and learning of Design and Technology

**Intent**

The DT curriculum at Hintlesham and Chattisham CofE School, has been designed to give children a high-quality Design and Technology education. The curriculum enables the children to learn, apply and develop skills that support the design process, the making process and evaluating a design. We encourage children to think creatively, take risks and problem-solve both individually and in a team to create products in real-life contexts and that solve a purpose. Where possible, we try to draw links with other disciplines such as mathematics, science, engineering, computing and art. Learning is constantly supported by the use of technical vocabulary to enable the children to reflect effectively on their work and the skills they have learnt. Pupils will develop a critical understanding of the impact of design and technology in daily life and the wider world around them.

**The Big Ideas.**

All pupils will develop

* Design and creativity: They will use inspiration, creativity and experimentation to design new products.
* Technical and practical skills: They will build knowledge and confidence of specific skills and apply these to creations.
* Problem-solving and evaluation. They will reflect on existing products and materials, work through problems they face in the process and use their designs to solve problems in the real world.

**Implementation**

All children will:

Develop the expertise needed to perform everyday tasks confidently and participate 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 based on design criteria.

Critique, evaluate and test their ideas and products and then work of others.

Learn how to cook and understand and apply the principles of nutrition.

ASCA sheets will be used to track curriculum breadth and the progress of pupils.

The teaching and assessment of art and design will be monitored by the Lead teacher for Design and Technology.

**Impact**

Pupils will be able to design and make products to solve real life problems using a range of skills drawn from across the curriculum. They will have the expertise to cope in an increasingly technological world. Pupils will recognise the impact of design and technology on our lives as a result of studying past and present innovations.