



Intent

We believe that the teaching and learning of Design and Technology is essential to the development of all pupils. Children are encouraged to develop a greater understanding and knowledge of design technology, as well as their safe use of it. The Design and Technology curriculum at Bushbury Hill enables children to develop creativity and imagination as pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Throughout their time at Bushbury Hill, children will acquire a broad range of subject knowledge and draw on disciplines such as art, science, technology, engineering and mathematics. Through the teaching of DT, we equip children to evaluate inventions of the past and present and to develop a critical understanding of the impact of design technology on daily life and the wider world. The high-quality design and technology education provided at Bushbury Hill is essential to contribute to the creativity, culture, wealth and well-being of the nation.

The key objectives of teaching DT are to enable children to:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and participate successfully in an increasingly technological world.
- Test, critique and evaluate their products and ideas. Also, those of others.
- Understand and apply the principles of nutrition and learn how to cook.
- Build and apply a repertoire of in knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.

Implementation

Design Technology at Bushbury Hill is taught using the KAPOW scheme throughout the year as part of a termly topic through a variety of creative and practical activities. Key skills and knowledge are mapped across each year group to ensure appropriate skills progression. Our children are taught to design, make, evaluate and develop their technical knowledge. Cross curricular outcomes in DT are specifically planned for and strong links are made with Maths, Science, Art and the Computing curriculum in order to contextualise the learning and for the children to achieve a deep understanding. Outcomes of pupils' work are evidenced in class floor books and on year group - non-core assessment trackers; the progress and attainment of all children is updated at the end of each unit of work.

Impact

We ensure our children

- 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 and 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.

As children progress through the school, they develop a deep knowledge, understanding and appreciation of a range of materials and how they have multi-purpose uses. Through their growing knowledge and understanding of DT, children gain an appreciation of products made through many manufacturing processes. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world.