

## Design & Technology Intent



Our design and technology curriculum encourages pupils to solve real-life problems. They do this through developing their knowledge and practical skills. Through our key drivers, we develop our pupils to be confident risk-takers. Pupils become well-prepared and resourceful.

Our key drivers are:

- Enquiry, skill development, creative and practical learning
- Problem solving through design to make the world a better place
- Building and expanding technological language and knowledge

Pupils learn about past and present technology. They develop an understanding of its impact on daily life and the wider world. Design and technology provides opportunities to solve meaningful problems. Pupils build the technical skills and knowledge needed to undertake everyday tasks. They become confident in using computer-aided technology. These skills prepare them for our ever-changing advancing world.

Pupils will learn how to create imaginative products with a purpose. They test their design ideas and products. They evaluate them too. They critique their finished product and offer feedback to others. Pupils learn about different engineers, designers, chefs and architects. They learn how their products have changed the world in which we live.

The strands in design and technology are:

- Food and Nutrition
- Construction
- Electrical components
- Mechanical components
- Textiles