







Design and Technology Curriculum

“Design for the present with an awareness of the past for a future that is essentially unknown.”

~Sir Norman Foster

Purpose of Study:

 Philosophical	<p>Children will evaluate past and present design and technology to develop a critical understanding of its impact on daily life and the wider world. They will think critically about how technology has changed the cultural landscape of the world, the impact of this and the potential impact of further developments on the future.</p>
 Practical	<p>Using creativity and imagination, children will design and make products that solve real and relevant problems within a variety of contexts, considering own and others’ needs, wants and values. They will develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. They will learn how to cook as a crucial life skill that will enable them to feed themselves and others affordably and well, now and later life.</p>
 Emotional	<p>Children will learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. They will understand that design and technology makes an essential contribution to the creativity, culture, wealth and well-being of the nation and the world. They will work in a range of local, relevant contexts to focus their designs on solving real-life problems existing in their communities.</p>
 Intellectual	<p>Through a variety of creative and practical activities, children will gain the knowledge, understanding and skills needed to engage in a repeated process of designing, making and improving, ensuring that they follow the principle of designing something, for somebody for a purpose. Children will be able to draw on other subject disciplines such as mathematics, science, engineering, computing and art to inform their subject knowledge.</p>