

Design and Technology Information

Design and Technology education at our school involves two important elements

- learning about the world of design and how things work
- learning to design and make functional products for particular purposes and users.

Design and Technology is many of our children's favourite subjects. They like to make decisions for themselves and they love doing practical work to create products they can see, touch and even taste for themselves. The children at our school feel proud of their learning outcomes.

We've found that skills learned in Design and Technology also help with learning across the curriculum. The children's knowledge about the properties of materials helps in Science and the practice of measuring accurately helps in Maths. These skills help in Computing through the children's use of keyboard control and in Art creativity.

There are four core activities that the children engage with in Design and Technology:

- Activities which involve investigating and evaluating existing products
- Focused practical tasks in which the children develop particular aspects of knowledge and skills
- Designing and making activities with relevance for a client, i.e. designing 'something' for 'somebody' for 'some purpose'
- Evaluating their ideas and products against design criteria, e.g. exploring how structures can be improved.

