



## Intent, Implementation and Impact in DT

Intent	Implementation	Impact
<p>At Beaulieu Village Primary School our DT curriculum encourages children to think creatively to solve problems both individually and as part of a team. Children learn to design and make products that solve real problems with real contexts, considering their own and others' needs, wants and values.</p> <p>Our children also learn to reflect upon and evaluate past and present design technology, its uses and its effectiveness. They develop a critical understanding of the impact of design technology on daily life and the wider world.</p> <p>Children are encouraged to innovate and to take risks.</p> <p>We believe high-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.</p>	<p>In our DT lessons, children develop the creative, technical and practical expertise needed to perform a range of everyday tasks confidently and to participate successfully in an increasingly technological world.</p> <p>In Early Years, through their play, the children are learning to:</p> <ul style="list-style-type: none"> <li>-construct with a purpose in mind, using a variety of resources.</li> <li>-use simple tools and techniques competently and appropriately.</li> <li>-build and construct with a wide range of objects, selecting appropriate resources and adapting their work when necessary.</li> <li>-select the tools and techniques they need to shape, assemble and join materials they are using.</li> </ul> <p>From Year 1 to Year 6, knowledge, understanding and skills are developed through our journeys to excellence (a series of creative and practical lessons leading to a final quality outcome). Each journey involves <b>researching, designing, creating and evaluating</b>. Children design and create products that consider function and purpose and which are relevant to a range of sectors. When researching, designing and creating, the children are taught to:</p> <p><b>Research</b></p> <ul style="list-style-type: none"> <li>• use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</li> </ul>	<p>Children will demonstrate mastery by applying their ability to research, design, create and evaluate independently to a range of challenges. Children will show they can work efficiently and productively with others as well as, demonstrating personal resilience.</p> <p>Progress will be shown through the outcomes produced through our journeys to excellence.</p> <p>We ensure our children:</p> <ul style="list-style-type: none"> <li>• develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.</li> <li>• 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.</li> <li>• understand and apply the principles of nutrition and learn simple cooking techniques.</li> </ul>

**Design**

- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional diagrams, prototypes, pattern pieces and computer-aided design.

**Create**

- select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing, as well as chopping and slicing) accurately.

- select from and use a wider range of materials, ingredients and components, including construction materials, textiles and ingredients, according to their functional properties, aesthetic qualities and, where appropriate, taste.

**Evaluate**

- investigate and analyse a range of existing products.
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

- understand how key events and individuals in design and technology have helped shape the world.

Develop, Use and Apply Technical Knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
- understand and use mechanical systems in their products.
- understand and use electrical systems in their products.
- apply their understanding of computing to program, monitor and control their products
- Understand some of the ways that food can be processed and the effect of different cooking practices (including baking and grilling).

Key skills and key knowledge for DT have been mapped across the school to ensure progression between year groups.

Design Technology lessons are taught as a block so that children's learning is focused throughout each unit of work

Children will design and make a range of products. A good quality finish will be expected in all activities made, appropriate to the age and stage of the child.