

Technology Statement of Intent

Intent

Design and Technology is an inspiring, rigorous and practical subject. Design and Technology encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. At Springfield, we encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators and risk-takers.

Implementation

Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in the process of designing and making.

When designing and making, the children are taught to:

Design

- research and design products that are fit for purpose, aimed at particular individuals or groups.
- generate, develop, model and communicate their ideas through discussion, annotated sketches,

Make

- select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing) accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

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

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

Key skills and key knowledge for D and T have been mapped across the school to ensure progression between year groups (via cornerstones.)

Impact

We ensure the 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.
- understand and apply the principles of nutrition and learn how to cook. Children will design and make a range of products.

A good quality finish will be expected in all design and activities made appropriate to the age and ability of the child

Our children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.