



DESIGN TECHNOLOGY

INTENT– What does Design Technology look like at The Greville?

At The Greville, our design and technology curriculum is intended to engage and inspire children to explore, enquire and problem solve. Children will be encouraged to tackle relevant real-world problems and 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. At the Greville, we encourage children to learn how to take risks, become resourceful and innovative designers, demonstrating resilience as they work. Children will gain independence and take responsibility for their designs to allow high quality products to be created. Our design and technology curriculum is designed to challenge, develop and nurture every child with a mission of **"Inspire, Nurture, Achieve"**.

IMPLEMENTATION - So, how are we going to deliver this?

Design technology is an integral part of our Greville curriculum and is planned in each year group to develop breadth and depth in the progression of design technology knowledge and skills, ensuring full coverage of the National Curriculum. Learning often links well with other key areas such as Mathematics and Science.

In the EYFS, DT is taught using guidance from the Knowledge and Understanding of the World and Art & Design strands. Learning opportunities are planned to develop pupils' creativity and imagination within a variety of contexts. Children in Key Stages 1 and 2 experience a sequenced and varied curriculum using a wide range of materials and processes. Units of work are planned following the Design and Technology Association's 'Projects on a Page'. Cross curricular links are created where relevant although units of work may be stand-alone design projects.

Children will experience Design Technology through:

- Solving real life design problems and learning key life skills.
- Being exposed to hands-on situations where they are encouraged to make independent choices.
- Designing products with a purpose in mind and an intended user of the products.

Something for

Somebody for

Some purpose

- Working through a clear sequence of the design process: researching, designing, making and evaluating products, as well as pupils developing their technical knowledge.
- Developing their communication skills, children will build and apply their knowledge and will be able to offer respectful feedback to their peers to help improve the designs of others.
- Gaining an understanding of some of the technological turning points in history and celebrating the diversity of designers.

IMPACT - What difference is this curriculum making to our children?

Our Design and Technology Curriculum is well thought out and is planned to demonstrate progression. At the Greville, we aim to develop children who are expert designers, constructors and mechanics who enjoy exploring a range of designs and topics. The DT opportunities provided enables children to meet The Greville Values of kindness, resilience, respect and responsibility. Children will be able to reflect critically on their own and others work and retain the skills and knowledge that are pertinent to real life, equipping them with the ability to live in an ever-changing world.