

Intent, Implementation and Impact

Design Technology

Intent

Design and Technology should provide children with a variety of ways to use their creative and practical skills.

Knowledge and understanding of a context are paramount; this then leads to the skills of designing and making through a carefully thought out process.

Children need to understand how design and technology is in the world around them; they will work in a range of relevant contexts, for example, the home, school, leisure, culture, enterprise, industry and the wider environment.

Implementation

Designing and Making

Children are provided with a range of topic linked projects throughout the year.

They are taught how to carry out initial research before following design criteria.

Final audiences or users for the product are considered so that it may be planned accordingly.

Sketches and designs with annotation are used to clearly show the process needed for the making.

Children use tools and equipment to carry out activities such as cutting, shaping, joining and finishing.

They will choose the appropriate tools and components (construction materials/textiles/ingredients depending on their suitability for the end product).

Evaluating

Children will evaluate existing products to provide them with advantages and disadvantages for their products.

They will also evaluate their own product at the end, considering their own views and those of others.

Technical Knowledge

Children will gain an understanding of mechanical systems (gears, pulleys, cams, levers, linkages) in order to use these in their products.

Incorporating circuits, switches, bulbs, buzzers etc will all be part of electrical systems included in designs where necessary.

Where possible, children will use computing to program, monitor and control the product they made.

They will reinforce structures to ensure stability.

Impact

Evidence of work completed so far – photo format.