



# Design & Technology

## Purpose of study

Design and Technology is concerned with the ability to turn ideas into reality. It involves the application of knowledge, skills and experience, using a distinctive creative process which results in practical outcomes. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. The outcomes of design and technology activity in the school will be tangible and open to evaluation against a range of criteria.

Design and Technology is seen to make a unique contribution to the education of pupils. As well as providing pupils with personal satisfaction through solving practical problems, it will also enhance the self-esteem of our pupils. They will become aware of the needs of society, business and industry. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

## **ENTITLEMENT AND AIMS.**

It is our intention to ensure that every child develops Design and Technology capability through provision of teachers may teach a block of DT sessions over a couple of weeks rather than spreading lessons over a full term.

### **Aims.**

Our Curriculum for Design and Technology aims to ensure that all pupils:

- 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 for a wide range of users .
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

The fundamental skills, knowledge and concepts of the subject are set out in the Programmes of Study in the following areas :

- Design
- Make
- Evaluate
- Technical knowledge
- Food and Nutrition

