The Design and Technology Curriculum

'Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.' **Primary National Curriculum 2014**

Implementation

At Pontesbury C.E Primary School, D&T is taught in discrete blocks each term as a Design and Technology Project; this enables teachers and children to become fully immersed in their unit. The school's long-term plan ensures children experience a range of areas such as textiles, structures, mechanisms, electrical control and cooking and nutrition. There is a clear focus on designing and making. Where possible cross curricular links are made to allow children to apply their learning from other areas of the curriculum, for example, forces or electricity in science. The skills and techniques taught are progressive and aim to support our spiral curriculum approach.

Our curriculum aims to:

- Provide a variety of creative and practical opportunities for children to design, make and evaluate a range of products for a variety of users.
- Each Key Stage has a specifically designed booklet to guide them through the designing, making and evaluating process. This ensure children are using the correct terminology such as design brief, specification, product research and evaluation.

Further opportunities for Design and Technology include:

- Class visits to Enginuity at Ironbridge to complete some Design and Technology projects.
- STEAM projects with Mary Webb, our feeder secondary school, and other local primary schools.
- To use of STEAM Ambassadors to deliver workshops and promote STEAM careers.
- Children in Year 6 can attend STEAM club after school at Mary Webb.
- We have also visited Mary Webb to see demonstrations of some specialist equipment, such as vacuum forming machines, when learning about materials.

Cooking and Nutrition

We also have a detailed cooking and nutrition programme, where each term children will create a range of dishes, being predominantly savoury and encouraging a healthy diet. In line with our Curricular Driver of Healthy Habits – we use Design and Technology as an opportunity to promote healthy habits in terms of food choice and learn about the importance of a balanced diet.

Children will focus on selecting and combining a range of ingredients, presenting their food in an appetising way and learning a variety of cooking and preparation techniques.

See curriculum overview for more information.