

D&T Subject Statement

Intent

We recognise the importance for our children to be able to develop their ability to design and make in our ever-changing world. By carefully constructing design projects for each stage of the pupils time at Edenham, they will be able to build on previously learnt skills enabling them to create more complex products. Within every project there a specific set of taught skills are incorporate ensuring children are remembering and understanding more techniques that they can then use their own creativity to take advantage off.

As part of our commitment to ensure children develop a love for their environment, within all projects: materials, resources, their origin, impact is discussed and, in many projects, we use it as an opportunity to make children aware of the world around them – making them more knowledgeable about people, places and issues.

We see it as essential that we use the subject of design and technology as vital tool to prepare our children for the future. Ensuring they can be creative, solve problems independently and be able to be confident in making and rectifying mistakes is a large part of this. Not only these things, but also keeping up to date with changing technology, and introducing children to this at every possible opportunity to ensure they are as, if not more, technologically advanced as their peers.

Implementation

Design and Technology is taught through hands on experiences with children leading the learning with their own creativity. Each project is planned around a specific skills that builds on previous learning and has a clear purpose to give it meaning and relatable to the real world. These skills have been mapped out across each area (Structures, mechanisms, textiles, cooking, computer aided design) so they can be built upon and progressed each time they are re-visited. As well as projects planned into the curriculum, there is also a range of opportunities for children to practice and apply D&T skills and knowledge throughout school from EYFS to Year 6 across the curriculum.

D&T units are broken down into 3 sections and are planned in line with the National Curriculum. The 3 sections are: Research, make, evaluate.

Research

- Explore existing products, dissect related products, understand how things work
- Discuss ideas verbally, and through the use of sketches, diagrams, prototypes and computer aided design

Make

- Use practiced and taught skills to achieve a given objective
- Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing, as well as chopping and slicing) accurately.
- Select from and use a wider range of materials, ingredients and components, including construction materials, textiles and ingredients, according to their functional properties, aesthetic qualities and, where appropriate, taste.

Evaluate

- Compare and comment on 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.

Impact

Teacher's assess not only children's finished products, but their progress throughout the whole project, taking into consideration their creativity, their knowledge of the product or area they are exploring and the actual skills they have used. Children should be able to look back at previous products they have created and identify progress they have made with taught skills and the positive impact it has had on their completed project.

Designers and creators at Edenham should be able to:

- Identify which tools are best for a certain purpose and explain considerations into using these safely
- Draw on previous knowledge and skills, as well as newly acquired knowledge and skills to complete a project in line with a given brief
- Explain how their product can be used in the 'real world'
- Be confident in using their own creativity to make unique products