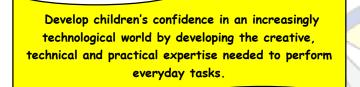# Curriculum Intent – Design and Technology

The Design and Technology Curriculum:

- Excites and motivates children to create interesting, appealing, and purposeful projects in which children can explore, practice and master new skills as well as share their work with the school and wider-community.
- Has clear progression in the content knowledge and skill development, allowing children to master new skills and use a variety of materials and techniques shaped around the developmental journey of the child.

Our Design and Technology Curriculum is designed to:

Develop children's confidence in an increasingly technological world by developing the creative, technical and practical expertise needed to perform everyday tasks.

Allows for the opportunity to critique, evaluate, and test their ideas and products and the work of others, sharing their thoughts and feelings and understanding how they can support themselves and others to be the best they can be.

Academic

Social

Emotion

Gain and apply knowledge, understanding and skills in order to design and make high-quality purposeful products for different audiences.

Uses creativity and imagination to design and make products that solve real and relevant problems and consider their own and others' needs, wants, and values.

Develop children's subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art.

Empowers children to come up with new ideas, allowing them to be innovative in their learning and take ownership of the final product with confidence. They showcase their individuality and build resilience skills throughout their projects.

"Different journey – same destination"