



Millhouse Primary School

DT Intent Statement

At Millhouse Primary School we want to encourage and embed a love and pride in creating and imagining a world of possibilities. We want children to thrive on finding out how something is made, how it works and how it improves the life they live. We encourage children to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

Design and Technology encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. At Millhouse Primary the Design and Technology curriculum combines skills, knowledge, concepts and values to enable children to tackle real problems. It supports children to improve analysis, problem solving, and practical capability and evaluation skills. We aim to, wherever possible, link work to class topics and incorporate other disciplines such as mathematics, science, computing and art. The children are encouraged to become innovators and risk-takers.

Implementation

Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in the processes of designing and making. The children work in a range of relevant contexts (for example home, school, leisure, culture, enterprise, industry and the wider environment).

When designing and making, the children are taught to:

Design

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups

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- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional diagrams, prototypes, pattern pieces and computer-aided design

Make

- select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing) accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- investigate and analyse 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
- understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products
- understand and use electrical systems in their products
- apply their understanding of computing to program, monitor and control their products

Impact

We ensure the children:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world

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- 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 and 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.

Children will design and make a range of products. A good quality finish will be expected in all design and activities made appropriate to the age and ability of the child

Through the Design and Technology Curriculum, children 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.