

# Design Technology



"Good buildings come from good people and all problems are solved by good design"

Stephen Gardiner



## Intent

To build a Design Technology curriculum that meets the interests of all children and enables all children to develop their talents. At Wellesley Park we aim to develop creative, curious learners who have the ability to embrace an ever-changing environment. Through the teaching of DT, we hope that children will develop the capacity to problem solve by stimulating creativity and imagination through the production of quality products that solve real and relevant problems within a variety of contexts, considering their own and others' needs.

## Implementation

The teaching of Design Technology across our school follows the National Curriculum. Children design products with a purpose in mind and an intended user of the products. Areas such as mechanisms, textiles, and design will be evident in each year group, with a focus on a progression of skills going up through the school. Food technology is implemented across every year group with children developing an understanding of where food comes from, the importance of a varied and healthy diet and how to prepare this.

## Impact

Our Design and Technology curriculum enables and encourages our children to become critical thinkers. They look at existing designs to analyse and assess its effectiveness and then they consider ways of redesigning and reconstructing it to improve its overall success. Through DT our children learn to take risks, become resourceful, innovative and enterprising individuals. Children learn to be passionate and excited by the designing and making of products including working with, preparing and tasting food. Learning is assessed through the analysis of the pupil's ability to evaluate, design, make and improve their own work.