

Whole School Curriculum Vision in Design and Technology



To be effective communicators	Children will be taught key words and vocabulary in D&T lessons that match and develop their understanding of concepts and techniques throughout their learning. Children will be encouraged and challenged to include vocabulary within their work through both verbal and written communication. In lessons, children will develop their understanding of the design cycle, of how evaluating products is important and recognising and sharing ideas or possible improvements for their own designs and others. Pupils will be encouraged to annotate sketches and diagrams to explain and work in effective teams.
To have high ambition	In lessons, children will study a range of designs throughout history and learn how they have influenced and shaped the world and discussing how they can inspire future designs. Children will be taught the process of design thinking and recognising this as a continuous process that can always be improved or adapted upon. We teach children how to develop and master practical skills needed to make high quality products using a variety of materials.
To be resilient	Our D&T curriculum is designed to build upon knowledge and understanding of prior years teaching and experimentation. We provide opportunities to question and challenge others' thoughts and ideas to create and inform well-designed products. In lessons we encourage children to experiment and try new techniques and solve problems independently or with peer support. Children will recognise that problems and mistakes are common in the design world, and are often one of the greatest learning opportunities.
Key Concepts	End points
Mastering practical skills.	By the end of Year 6, children will understand and master skills needed to engage in an iterative process of designing and making. These skills will work in a range of relevant contexts such as the home, school, leisure, culture, enterprise, industry and the wider environment. Children will be able to research and develop design criteria to inform the creation of innovative, functional and appealing products that are fit for a purpose or individual. They will be able to follow the design process to generate and develop prototypes and sketches of proposed ideas before selecting appropriate tools and materials to perform practical tasks. Before evaluating ideas and products against their own criteria, considering views from others, and applying this to incorporate new systems or strengthen and reinforce structures appropriately.
Designing, making, evaluating and improving.	
Taking inspiration from design throughout history	