

	<u>Intent</u>	<u>Implementation</u>	<u>Impact</u>
<u>DT</u>	<ul style="list-style-type: none"> • To develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world • To 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 • To critique, evaluate and test their ideas and products and the work of others • To understand and apply the principles of nutrition and learn how to cook. 	<ul style="list-style-type: none"> • Teachers plan lessons using Curriculum Maestro progression of knowledge and skills documents. The progression document ensures the curriculum is covered and the skills/knowledge taught is progressive from year to year. • Delivery of design and technology projects with a clear structure. Each year group will undertake a construction topic, a textile topic and a food/drink topic. • Delivery showing clear following of the design process where each project will follow: research, design, make and evaluate. • A range of skills will be taught ensuring that children are aware of health and safety issues related to the tasks undertaken • Clear and appropriate cross curricular links to underpin learning across the curriculum giving the children opportunities to learn life skills and apply skills to 'hands on' situations in a purposeful context. • Cross curricular project booklets. Children will undertake design tasks and use skills from across the curriculum to fully explore the design process evaluating work ensuring that it is of the highest possible quality. Children are also asked to self-evaluate their work. • Independent learning: In design technology children may be asked to solve problems and develop their learning independently. This allows 	<ul style="list-style-type: none"> • Pupils make progress in range of design processes and techniques through taking risks, becoming resourceful, innovative and enterprising. • Pupils know how design and technology has shaped the modern world, historically and culturally. • Pupils understand the value of DT and how it is used in everyday life. • Pupils are prepared for their next stage in DT education and beyond. • Pupils understand and can apply the principles of a healthy and varied diet.

		<p>the children to have ownership of their curriculum and lead their learning in Design Technology.</p> <ul style="list-style-type: none">• Collaborative learning: In Design and Technology children may be asked to work as part of a team, learning to support and help one another towards a challenging goal.	
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