



Our D.T. Curriculum



Our D.T. Intent



Design Technology is a highly practical subject, which provides our children with opportunities to develop skills in designing, making and evaluating a range of products including food. Our intention at Brighstone, is for Design Technology to be taught in all year groups through at least one topic per term. Children will use their creativity, imagination and social interaction skills and will draw on learning within Maths, English, Science, Art and Computing, to develop life skills and knowledge about healthy eating.

Our D.T. Implementation

Each year group will be revisiting and building on the skills taught in previous year groups through:

- Designing and Communicating – Talking about the products, and their purpose, drawing up a set of criteria, developing skills in evaluating their use and communicating their ideas.
- Using tools and materials and appropriate techniques to create products - Developing the skills to measure and mark out, and then selecting and using tools accurately and safely to cut, assemble and join materials, including sewing, to create a product.
- Beginning to consider the success criteria and making adaptations to the assembly of a product where appropriate, and developing finishing techniques to achieve a quality product.
- Evaluating – Developing skills in evaluation from talking about what they have made in Reception, through to evaluating against their original criteria and suggesting ways to improve their product in Year 6.
- The Science of Learning – Design Technology involves Spaced Practice by repeating and building on key skills taught previously; Interleaving and Dual Coding through its highly cross-curricular nature; Elaboration where children learn about how products have evolved over time and develop the skills to improve them.



Our D.T. Intended Impact



The Design Technology curriculum will be creative and inventive, enabling children to perform everyday tasks confidently and to participate successfully in an increasingly technological world. Children will explore a range of different products, learn how to take risks, work together and communicate their ideas, becoming resourceful, innovative, enterprising and capable citizens.



As designers, children will develop skills and attributes they can use beyond school and into adulthood.