Design Technology

Research	Intent	Implementation
The Design and Technology Association states that 'Design and technology in primary schools encourages children's creativity and encourages them to think about important issues.	The 2014 National Curriculum states that children should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.	At Southwick we follow the NC14 curriculum for DT; this is taught in units throughout the year to enable children to achieve depth in their learning.

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It gives children the opportunity to develop skills, knowledge and understanding of designing and making functional products. We feel it is vital to nurture creativity and innovation through design, and by exploring the designed and made world in which we live.

The skills learned in D&T also help with learning across the curriculum. Knowledge about the properties of materials helps in science and the practice of measuring accurately helps in maths. These skills help in IT through the children's use of computer control and, naturally, in art and design.

Design and Technology education helps develop children's skills through collaborative working and problem-solving, and knowledge in design, materials, structures, mechanisms and electrical control. They are encouraged to be creative and innovative, and are actively encouraged to think about important issues such as sustainability and enterprise.

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The introduction of 'Thinking like a designer' reference sheets highlight our aim to put the design process at the heart of our DT curriculum with a progressive development through the school.

We feel that children should have the opportunity to experience the complete design process at least three times each year and to this end we plan purposeful and stimulating contexts.

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Children acquire and apply knowledge and understanding of materials and components, mechanisms and control systems, structures, existing products, quality and health and safety.

There are three core activities children engage with in Design and Technology:

- Activities which involve investigating and evaluating existing products
- Focused tasks in which children develop particular aspects of knowledge and skills
- Designing and making activities in which children design and make 'something' for 'somebody' for 'some purpose'

These three activities are combined in sequence to create a Design and Technology project.

See 'Think Like a Designer' Overview

Children's 'DT Project Books' will keep a record of their research, explorations and designs. These can then be referred back to by the children and their teachers and used to inform future learning and to ensure progression.