

Our **Design and Technology (D&T) curriculum** aims to inspire creativity, problem-solving, and practical skills that equip children to design, create, and evaluate real-world products. We want our pupils to become independent thinkers, innovative designers, and responsible consumers of technology and materials.

Our curriculum fosters a love of designing and making by ensuring that pupils:

- ✓ **Develop technical knowledge** – Learning about structures, mechanisms, electrical systems, textiles, and food technology.
- ✓ **Become problem-solvers** – Tackling real and relevant design challenges across different contexts.
- ✓ **Learn practical skills** – Working with tools and materials safely to bring ideas to life.
- ✓ **Think critically and evaluate** – Testing and improving their designs, learning from mistakes, and considering sustainability.
- ✓ **Connect learning to real-world careers** – Understanding the impact of engineering, architecture, and product design in everyday life.

Each topic has been carefully chosen and planned to ensure that our curriculum principles can be achieved. Opportunities to apply English and Maths learning are embedded throughout each topic to provide pupils with the opportunity to apply this knowledge within meaningful contexts.

By connecting our learning in Design Technology to our Big Idea curriculum, pupils also develop a deep understanding of these abstract concepts while enriching their knowledge of the Design Technology curriculum. This approach supports the development of critical thinking, curiosity, and cross-disciplinary connections, equipping pupils with the skills and understanding they need to navigate the world around them and become the best version of themselves.

<b>Community</b>	<b>How can we encourage teamwork and take responsibility for our actions when we are designing and making together?</b>
<b>Human Rights</b>	<b>How can we make fair and ethical choices when we are designing?</b>
<b>Stewardship</b>	<b>How can we care for our environment and use resources wisely when we are designing and making?</b>
<b>Equality</b>	<b>How can we ensure inclusivity and take into account the different needs and abilities of users when we are designing?</b>
<b>Resilience</b>	<b>How can we approach the design process to ensure that we develop the resilience needed to test, improve, and refine our ideas after facing challenges?</b>
<b>Health</b>	<b>How does what we eat affect our health?</b>
<b>Technology</b>	<b>How can technology support us to design, prototype, and evaluate our work, to prepare us for the future?</b>
<b>Wonder</b>	<b>How can our curiosity enable us to invent, create, and bring imaginative ideas to life?</b>