



Bailey Green Primary and Nursery School together with Bailey's Butterflies.

Design & Technology

Intent

Design and Technology encourages children to learn, think and intervene creatively to solve problems both as individuals and as members of a team. At Bailey Green, we encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts. Through exploring the origins of food and where it comes from, we will provide opportunities for children to understand the principles of nutrition and healthy eating, whilst providing a crucial life skill.

Our Design and Technology and Food Technology projects will be linked to other areas of the curriculum such as mathematics, science, engineering, computing, history and art, whilst ensuring that the necessary skills are taught progressively.

The children will draw upon their own prior experiences and will be given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become inventors, innovators and risk-takers. We teach resilience, so that they are able to persevere when faced with a design problem. These skills are essential to all subjects and become increasingly more important as they continue onto Key Stage 3 and beyond.

Implementation:

At Bailey Green our Design and Technology lessons follow the three main stages of the design process; design, make and evaluate. Our curriculum is built around essential knowledge and key skills, providing children with the opportunities to build on prior learning as well as to help prepare for future learning. There is a clear progression of skills taught across the Key Stages for children to build on through the use of tools, materials, mechanisms, structures and associated vocabulary.

The design process is linked to real life, along with relevant contexts to allow children to have a purpose for learning, and to allow them to see and disassemble existing products. Whilst making, alongside being taught specific skills, children are given a choice and range of tools and materials to help personalise their final product. During the evaluation process, children assess their final product against a set of criteria ensuring it suits the design brief. Children are also taught how to suggest improvements to future creations.

Each of the steps have technical knowledge and vocabulary at the core. The lessons are taught to a high standard and each part of the process is given equal weight and importance. Evidence of each stage is shown in the children's books, which demonstrate progression as children move through the Key Stages.

Impact:

Through our Design and Technology projects, children will develop a progressive understanding of the importance of designing, making and evaluating in order to meet a design brief. The range of food technology activities will support their knowledge of food sources and food preparation, and this will be a foundation for a future healthy lifestyle.

As designers, children will develop skills in their future learning as they move into Key Stage 3 and into their adult life.