

Subject Profile

Design and Technology

Encouraging the problem-solvers and designers of the future.



Intent

RESEARCH

To determine how products are made and generate ideas to meet future needs.

DEVELOP SKILLS

To learn a range of practical skills using a variety of materials that can be applied to new designs.

DESIGN

To design purposeful, functional and appealing products for themselves and other users.

CREATE

To select and use tools, resources and techniques to create new and innovative products.

EVALUATE

To be reflective learners who constructively evaluate their own work and the work of others.

Implementation

Strong Foundations

Design and Technology (D&T) at Manor is part of the Early Years Foundation Stage (EYFS) learning goals for Understanding the World and Expressive Arts & Design. It is introduced through structured adult-led activities, independent investigation and play. We help our young learners to safely use and explore a variety of exciting materials, become confident when using small tools, including scissors, paint brushes and cutlery, and support them as they learn new techniques e.g. joining materials using sellotape, string, pipe cleaners or glue.

KAPOW

At Manor, we use Kapow Primary's Design and Technology scheme of work, which aims to inspire pupils to be innovative and creative thinkers who have an appreciation for the product design cycle. Throughout the process of ideation, creation, and evaluation, pupils are encouraged to take risks, apply a variety of skills and techniques and make connections with the real world. Learners build an awareness of the impact of design and technology on our lives and are encouraged to become resourceful, enterprising citizens with the skills to contribute to future design advancements.

Progression

Progression in our D&T curriculum involves a structured development of skills and knowledge. From the Early Years onwards, children are provided with specific age-appropriate resources, equipment and techniques to design and create a variety of products, from a junk model bridge to support the Big Billy Goat Gruff in Foundation, cross-stitch threads and woven fabric to create an Egyptian collar in Year 3 to batteries, wires and bulbs to create a working torch in Year 4.

Raising attainment

Manor's Design and Technology scheme of work enables pupils to meet the end of key stage attainment targets in the national curriculum. It also supports the journey, inspiring our children to create, experience, and participate in great arts and a shared cultural heritage.

Food and Nutrition

Within each school year, children complete a D&T unit on food and nutrition, where they learn to prepare a healthy dish safely and hygienically. Our pupils soon develop a firm understanding of the principles of food groups, healthy eating and the importance of a balanced diet for health and longevity.