The National Curriculum for Design & Technology aims to ensure that all children:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

Intent:

At Hollinhey, it is our intention to teach Design & Technology in alignment with our core values:

Honesty –We give each pupil a chance to believe in themselves as Designers and engineers. We aspire to encourage resilience, perseverance and an acceptance that mistakes are an important part of learning. We give children the opportunity to evaluate their own and their peers' work.

Effort – We promote the importance of hard work to build success and the development of a growth mindset. We encourage the children to improve their designs and existing products to achieve their best possible work.

Achievement – We provide children with a secure grasp of the skills needed to design and create successful products which can be used by their target user and to take home a product that they are proud of.

Respect – We encourage the children to evaluate their own and their peers' products in a respectful way.

Tolerance – We provide effective support to pupils where they find it difficult to overcome challenges when creating products.   We encourage teamwork and peer-peer support.

Implementation:

To ensure high standards of teaching and learning in Design and Technology, we implement a curriculum that is progressive throughout the whole school. Design and Technology is taught as part of a cross-curricular half-termly topic, focusing on the knowledge and skills stated in the National Curriculum.   At Hollinhey, we currently use the 'Projects on a Page' Scheme from the Design and Technology Association. This scheme compliments the National Curriculum and provides clear skills and objectives, along with suggested projects and resources in order for staff to provide fun and challenging learning.

- Each year group Y1 – Y6 has 3 projects to complete (Year 6 – 2 projects) which allow the children to gain a wide range of skills. These include: mechanisms, structures, electrical products, textiles and food preparation. Each project follows a clear process: research, design, make and evaluate. The final products are show in the topic books and any research and prototypes are evidenced in the back of the children's Science books.

Impact:

Within Design and Technology, we aim to encourage children to become problem-solvers, both as individuals and as part of a team. We aspire that pupils will have gained knowledge and understanding of different skills and techniques required to solve problems by designing and creating a variety of products using a safe approach.   Our carefully-planned curriculum allows the children to reflect on and evaluate present and past design and technology, its uses and its impact. Children learn to be passionate and excited by the designing and making of products including working with, preparing and tasting food. Children will be equipped with skills and knowledge that will enable them to be ready for the curriculum at Key Stage 3 and for life as a capable citizen in the wider world.