

Design and Technology Curriculum

Intent

At Hazel Wood Infant School, we aim to give children a **Journey of Opportunities** that develop a love of learning based upon **independence, creativity, resilience** and being a **team player**. The children will be inspired to develop a broad range of skills, knowledge and understanding in a wide variety of practical activities. Design and Technology lessons will provide our children with opportunities to design, make and evaluate products that solve real and relevant problems that allow for risk taking and innovation.

Implementation

The teaching of Design and Technology across the school follows the National Curriculum and Expressive Arts and Design in EYFS, through the use of hands on exploration and practical experiences. Children design products that are purposeful, functional and appealing to themselves and others based on a design criteria. Evaluation and exploration of existing products helps to form their ideas and preferences building upon the children's prior knowledge. The design process involves the communication of ideas through discussion, drawings, mock ups and communication technology where appropriate. Children are taught key knowledge and skills with in a creative curriculum that ensures strong cross curricular links are made. The children will be encouraged to independently select appropriate tools and materials when undertaking making tasks using appropriate vocabulary. A focus upon technical knowledge that is modelled and supported by adults will be developed when looking at how products are constructed and how mechanisms work. Our cooking and nutrition teaching and learning focuses upon safe, hygienic preparation as well as understanding the importance of a varied and healthy diet. Children will be encouraged to thoughtfully evaluate their ideas and products against the design criteria with an emphasis on successful elements and possible improvements or changes.

Impact

When children leave our school their learning and experiences in Design and Technology will have enabled them to become more independent and creative when designing products with a specific purpose and user in mind. Their ability to show resilience and work as a team player when making and constructing will ensure that practical tasks are more likely to be successful. The pupil's knowledge, understanding and skills when working with structures, mechanisms and food can be developed and applied in other areas of the curriculum. Design and technology will inspire our children and show how this area of learning has helped to shape the world in which they are living.