Overview of teaching and learning of Design and Technology

**Intent**

Pupils at Hintlesham and Chattisham will experience a high quality Design and Technology education to enable them to make an essential contribution to the creativity, culture, wealth and well-being of the nation. They will learn how to become resourceful, innovative, enterprising capable citizens. Able to draw on disciplines such as mathematics, science, engineering, computing and art to design and make products to solve real and relevant problems in a variety of contexts. Pupils will develop a critical understanding of the impact of design and technology on daily life and the wider world through the evaluation of past and present innovations.

**The Big Ideas.**

All pupils will develop

* Technical and practical skills. They will learn and apply these skills.
* Problem-solving skills. They will use their designs to solve problems in the real world.
* Design skills. They will use their creativity and experimentation to design new products.

**Implementation**

All children will:

Develop the expertise needed to perform everyday tasks confidently and participate 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 based on design criteria.

Critique, evaluate and test their ideas and products and then work of others.

Learn how to cook and understand and apply the principles of nutrition.

ASCA sheets will be used to track curriculum breadth and the progress of pupils.

The teaching and assessment of art and design will be monitored by the Lead teacher for Design and Technology.

**Impact**

Pupils will be able to design and make products to solve real life problems using a range of skills drawn from across the curriculum. They will have the expertise to cope in an increasingly technological world. Pupils will recognise the impact of design and technology on our lives as a result of studying past and present innovations.