



# Design & Technology

## Our vision for Design & Technology

Our Design & Technology curriculum is designed to be fun and engaging, with lessons that spark a love of design in all pupils.

The Design & Technology curriculum encompasses a range of skills and builds upon that of the previous year.

## Why is Design & Technology important?

Design and Technology gives children the opportunity to develop skill, knowledge and understanding of designing and making functional products. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Design and Technology also includes learning the valuable principles of nutrition and how to cook.

Ultimately, children learn how to take risks, become resourceful, innovative, enterprising and capable citizens, whilst utilising a range of communicative skills to express and present their designs.

## What does Design & Technology look like at Sebert Wood School?

At Sebert Wood we feel it is vital to nurture creativity and innovation through design by exploring the designed and made world in which we all live and work. All pupils, from Early Years to Year 6, participate in engaging, purposeful and rich Design and Technology lessons. Children are encouraged to design, construct and evaluate existing products and their own models according to a brief. The level of design criteria, practical skills required and the evaluative process used progresses as the children move through the school.

## What do our pupils think?

'I really enjoy making things!'

'I loved making the rain gauges, they look really good and I hope they catch lots of water!'

'It was great when we got to sew our own llama outfits in textiles.'

'I loved designing and making Ancient Egyptian amulets out of clay.'