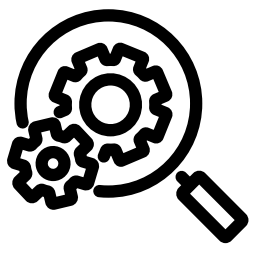




# SUBJECT ON A PAGE DESIGN & TECHNOLOGY



Inspiring Today's Children To Embrace Tomorrow's Challenges

## VISION

At Gilthill, Design and Technology inspires children to use creativity, imagination and communication to design and make purposeful products that solve real problems. Pupils learn to think critically, express and share their ideas clearly, and create with confidence, curiosity, and care for others and the world around them.



## INTENT

- At Gilthill Primary, Design and Technology provides an inclusive, engaging, and progressive curriculum where children use creativity and imagination to design and make purposeful, functional products. Taught through cross-curricular themes, each project has a clear purpose and user focus, helping pupils to know more, remember more, and do more.
- Our curriculum is built around three key concepts:
  - Take inspiration from design throughout history – exploring how products are created and developed.
  - Master practical techniques – developing technical skills to make high-quality outcomes.
  - Design, make, evaluate, and improve – applying design thinking to create and refine ideas.
- Through hands-on experiences, pupils develop resilience, collaboration, and problem-solving skills, considering functionality, purpose, and sustainability. They learn to critique and evaluate their own and others' designs while applying creativity and innovation.
- In the Early Years, children explore materials, tools, and techniques through purposeful play, developing curiosity, communication, and fine motor skills. They are encouraged to talk about their creations, building confidence, independence, and pride in their work.



## IMPLEMENTATION



- Key knowledge and skills for DT have been mapped across the school to ensure progression between year groups. Children will be given opportunities to take inspiration from real life design, practise skills for 'finger fluency', design and apply new techniques, test, rethink and evaluate the finished product.
- Teachers build on prior learning, introducing new components in each lesson, assessing understanding and building the spiral of knowledge and skills in design and technology. In each design and technology unit, pupils will be given a word bank to support their learning.
- Children will design and make three products over an academic year, working independently and collaboratively, using a wide range of tools, materials and resources. Teaching will be hands on and practical with children given time to master and enhance new skills. Time will be taken to design and make working prototypes which children can evaluate and improve if necessary. Children record their designs and evaluations in their floor books.

## IMPACT

- Children are supported and challenged to help them meet age-related expectations each year.
- We monitor the impact of our design and technology teaching through:
  - Using pupil voice to discuss individual learning.
  - Monitoring class floor books and products for quality of work, progression of skills and depth of knowledge and understanding.
  - Monitoring the knowledge and understanding the children retain over time and the number of children who are successfully meeting the end of year milestones.
- By the time pupils leave Gilthill, they are confident, creative, and resourceful designers who can communicate ideas effectively and think critically to solve real problems. They demonstrate a thirst for learning, aspire to innovate, and embrace challenges with curiosity and resilience, using their design and technology skills to make a positive impact on the world around them.



[www.gilthillprimaryschool.co.uk/](http://www.gilthillprimaryschool.co.uk/)

Follow the QR code to visit the D&T page on our school website for more information.

