



## A Vision for Design and Technology

"Design and technology should be the subject where mathematical brainboxes and science whizzkids turn their bright ideas into useful products"

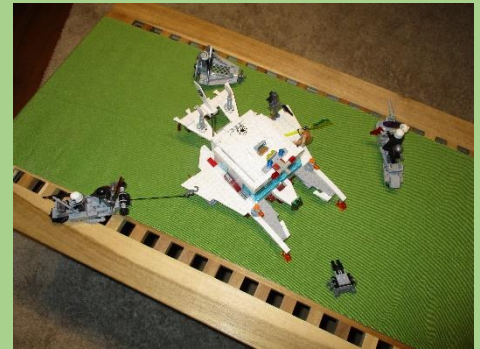
(James Dyson)



At St Mary's we believe that if our pupils are to achieve their potential within the Design and Technology curriculum we must provide them with opportunities to use **INITIATIVE** when designing, making and evaluating products using a variety of appropriate skills and materials.

We believe design and technology prepares pupils to participate in tomorrow's rapidly changing technologies and encourages them to be **RESILIENT** and develop **INDEPENDENCE**. Through investigation of products and the world around them they develop an understanding of technological processes, products, and their manufacture, as well as how they contribute to a society or **CULTURE**.

Through high-quality Design and Technology lessons, we aim to promote critical thinking; encouraging the children to critically explore existing products. The children will use subject specific vocabulary when clearly articulating advantages and disadvantages of products; developing their **ORACY** skills.



Through teaching of Design and Technology, we encourage the children to **REFLECT** on learning within the STEM subjects and apply taught skills and concepts when designing their own products. We aim to promote active exploration of **THE ARTS** in the creation of aesthetic designs, objects and products; contributing to the child's holistic development and **WELLBEING**.



We aim to give our children a Design and Technology curriculum which promotes a love of product creation and design as well as broadening their future **POSSIBILITIES** within STEM areas.

### Purpose of study

Design and technology is an inspiring, rigorous and practical subject. 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. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. (DfE National Curriculum in Design and Technology).