Design and Technology

Purpose (Intent):

At New City, we aim to deliver an imaginative and practical Design & Technology curriculum to inspire pupils' creativity. Pupils research, design and make products that solve problems across a variety of real-life contexts, drawing upon their knowledge from other subject areas. We want to inspire pupils to explore the world around them, carefully considering problems and how technology and resources can be used creatively to develop solutions.

Aims (Implementation):

- To research, critique and test the ideas of other designers.

- To design prototypes, products and solutions to a variety of real-world problems, carefully considering the design, functionality and audience needs.
- To develop and apply the creative, technical and practical skills needed to make a wide range of products.
- To evaluate their solutions, considering ways in which they could be further improved.
- To understand and apply the principles of nutrition and cooking to make a variety of dishes in order to prepare children for a healthy lifestyle now and later in life.

Outcomes (Impact):

Children work creatively and practically to design purposeful, functional and appealing products to solve a problem, drawing upon the world around them and the ideas of other key designers. They are able to communicate their ideas in a variety of ways, including discussions, drawings, templates, prototypes, writing and technology. They make informed decisions about the materials and tools that they use. Children are able to apply their knowledge, skills and understanding of a range of mechanisms, technology and design properties, in order to inform their decisions. Children explore and evaluate their own ideas and those of others, considering ways of improving the product. As part of Design & Technology, children learn the principles of nutrition and healthy eating, developing crucial life skills and a love for cooking.