

Design and Technology is a creative and practical subject bringing learning to life.

Enrichment opportunities provided through trips and visitors to school.

Visitor from South Staffs Water on how to save water and how it moves from the reservoir to a tap.

Plans for Lego Workshop for the next academic year.

Clear progression of design and technology knowledge and skills applied and revisited in each year group.

Family project.

Linked to Art. Children produce a story in a box for Christmas and design an 'egg' scene for Easter.

Creative, curious and imaginative thinkers;
Problem solvers;
Innovators;
Informed consumers.



A design and technology curriculum where children learn to 'design, make, evaluate and apply technical knowledge' in the following areas:

- **Mechanisms**
- **Textiles**
- **Structures**
- **Cooking and Nutrition**
- **Electrical Systems (KS2)**

Opportunities given for cross-curricular links including reading, writing, maths, science and computing.

Plan ideas for DT using computing software.

Lessons are linked to history/geography or science topics.

Variety of DT lessons during STEAM week.

Learn about influential designers in the world and careers in STEAM. School has had visitors from the engineering field to discuss their profession.

Promote the opportunity to lead healthy lifestyles and cook healthy food. Learn about the wider impact of food, health and the environment.

(Farm to fork)