**The Design and Technology Curriculum at Winford - Intent**

Design and Technology should be a practical, hands on and purposeful experience for all pupils. At Winford we recognise that a well-structured Design and Technology programme will inspire children to think creatively, become problem solvers and develop innovative ways of making a final product or project. Children will be exposed to a wide range of media, will develop resilience, work collaboratively with their peers, leading to a place of confidence as they mature.

**Our expectations are that pupils will:**

* Research, design and make using a variety of materials.
* Choose tools and medium deliberately and with purpose.
* Develop technical and practical expertise with a confidence.
* Become resourceful and innovative and draw on other areas of the curriculum enabling them to build on previous learning and experience.
* Realise that high quality design and technology is important for future developments in sustainability and the well-being of all citizens.
* Be given opportunities to review and evaluate during at the end of a project.
* Learn the basic principles of nutrition and healthy eating; pupils will learn the important life skill of preparing and cooking basic meals.

**Key features of Design and Technology lessons at Winford – Implementation**

* Lesson sequences will include: a clear purpose, a planning and design lesson, an introduction or review of the tools and necessary skills needed for the project and a test and evaluation of the final product.
* Autumn, Spring and Summer terms to include Design and Technology projects across Key Stages 1 & 2, with a link to other Curriculum areas if it is deemed suitable and appropriate. This will also include Food Technology.
* Design and Technology Curriculum leaders have mapped out the curriculum to ensure progression and coverage. Subject leader to support and to be available to teachers if necessary.
* All teachers will have access to unit plans, individual lesson plans, useful PowerPoints and end of unit assessment documents.
* Careful use of budget to resource Design and technology across Key Stage 1 & 2.
* Make Design and Technology resources accessible to all staff and improve the availability of tools and kit that enable and facilitate teachers to support children with all projects.