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Next Review 2026

Intent

Design and technology aims and intentions.

At Water Orton Primary School, design and technology is taught to engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their products with a purpose. As pupils progress, they should be able to think critically and develop a more rigorous understanding of the essential steps needed to create a purposeful product. The subject is not reduced to simply 'making things' or 'crafting by another name'. Design and technology products have an essential goal: to satisfy a human need or want by creating objects that people can use (Hope, 2018). Pupils will understand that every object around us has a purpose and will understand how design technology reflects and shapes our history and contributes to the culture, creativity and wealth of our nation.

The national curriculum for design and technology aims to ensure that all pupils:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- Critique, evaluate and test their ideas and products and the work others
- Understand and apply the principles of nutrition and learn how to cook

What the children will learn in design and technology

The pupils will be taught to develop their creativity and imagination to solve problems, consider the needs of others, apply knowledge from other subjects, and develop critically about existing technologies and towards their own ideas. As a result, pupils will learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens.

Our aim across the school is for the children to develop the following:

- The ability to design purposeful, functional and appealing products that are fit for purpose
- Develop and plan a model in which the children can articulate their ideas through discussions and annotated sketches
- Select from a wide range of tools and equipment to perform practical tasks
- Evaluate their ideas and products against their design criteria
- Apply their understanding of technical knowledge and how to enhance their products through complex mechanical, electrical systems and computer-aided designs.

- Understand and apply the principles of a healthy diet and prepare and cook various dishes using a range of techniques.

Implementation

How design and technology is planned:

Design and technology is a foundation subject which can be interlinked with all topics and subjects across the curriculum; therefore, staff are encouraged to utilise this. Teachers' planning will meet the requirements of the national curriculum. Reception children will be supported through the early year's curriculum and aim to reach the early learning goals in expressive art and design.

Long term planning

- All year group teams will have a long term plan which outlines the design and technology curriculum coverage for each term. The long term plan will match the medium term plan.

Medium term planning

- Medium term plans should be the first port of call when planning to ensure good coverage of all the objectives throughout the year.
- The design technology progression map should be used to support that objectives are covered and children are making relevant progress for their age.
- the medium-term plans are built upon to produce short-term 'presentation-style' lesson plans

Lesson structure

To support our coverage of the design and technology curriculum, links to the threshold concepts will be followed (sometimes this will be subject to change, depending on length of a half term and teacher judgement on how to best support the children's progress towards the end outcome).

The number of sessions varies on the nature of the topic but should follow the design, make and evaluate approach.

Threshold concepts

Skills being taught in lessons across design and technology will be linked to key threshold concepts. Coverage and links to threshold concepts are on the school's design and technology progression map.



Impact

Design and technology monitoring and assessment

Design and technology is monitored throughout the academic year in the following ways:

- Sketchbooks will move up the school with the children, to help support show and compare their progress, against the threshold concepts.
- Analysis of pupil progress and attainment (using Sonar) in order to address underachievement for individuals or groups of children (termly)
- Pupils will plan and evaluate their designs in their Art/Design and Technology sketch book.
- When designing, the children will record this in their **sketchbook**. If it is more practical, then images will be put onto '**Evidence Me**'.
- Verbal feedback is on-going throughout the sessions to ensure all children are given guidance to ensure they meet the lessons criteria and objective.