D.T Curriculum

Intent

Our Design and Technology curriculum, delivered through Curriculum Maestro, provides a progressive development of knowledge, skills and understanding through both KS1 and KS2. Through purposeful, practical projects, pupils learn to research, design, make and evaluate products, building confidence in using a range of materials, tools, techniques and technologies. Children are encouraged to be creative, resilient and reflective, solving problems and refining their ideas as they develop. Through carefully sequenced learning, pupils make connections across the curriculum and develop an understanding of how design and technology can improve our lives and contribute to a more sustainable future.

Implementation

Our Design and Technology curriculum is implemented through a progressive whole-school approach from EYFS to Key Stage 2, ensuring that knowledge and skills are carefully sequenced and revisited as pupils move through the school.

In EYFS, children develop the foundations for Design and Technology through continuous provision and carefully planned opportunities to explore and experiment with a range of materials, tools, mechanisms and structures. Through constructing, joining, cutting, shaping and adapting, children develop fine motor skills, creativity and problem-solving. They are encouraged to talk about their ideas, make choices, test their creations and make improvements, establishing the foundations of the design, make and evaluate process.

Throughout KS1, Design and Technology is taught through the progressive Curriculum Maestro scheme, building on prior learning and developing pupils' ability to design, make and evaluate purposeful products. Pupils develop practical skills using a range of materials, tools and techniques, with increasing accuracy and confidence. Key concepts and skills are revisited across projects, enabling pupils to apply previous learning while developing new techniques and processes.

In KS2, pupils build on their EYFS and KS1 learning, developing greater independence, accuracy and confidence. Through Curriculum Maestro, pupils engage with increasingly challenging projects across materials, structures, mechanical and electrical systems, textiles, and food and nutrition. They develop design criteria, communicate ideas, select appropriate tools and materials, and test, evaluate and refine their products. By the end of Year 6, pupils can apply a broad range of practical, creative, technical and problem-solving skills independently to purposeful design projects.

Impact

Through our Design and Technology curriculum, pupils develop the knowledge, skills and confidence to become creative, capable and reflective designers and makers. They learn to research, design, make and evaluate purposeful products, applying knowledge from across the curriculum and increasingly working with independence.

Pupils develop practical skills in using a range of materials, tools, techniques and technologies, while learning to solve problems, adapt ideas and improve their designs. They understand that successful design involves testing, evaluating and refining, and develop resilience and pride in their work.

By the end of Key Stage 2, pupils have developed a broad understanding of materials, structures, mechanisms, electrical systems, food technology and digital technologies. They can explain their design choices, evaluate their products and identify ways to improve them, while recognising the importance of sustainability and responsible use of resources.

As a result, pupils leave primary school with the practical skills, creativity, vocabulary and problem-solving approaches needed to confidently engage with Design and Technology in the next stage of their education.