



I N T E N T	<h1>Design and Technology</h1>			
	<ul style="list-style-type: none"> Pupils will use their imagination and creativity to design and make products that solve real and relevant problems within a variety of contexts. 	<ul style="list-style-type: none"> Pupils will learn to reflect on and evaluate their ideas in relation to their usefulness and effectiveness and will be encouraged to become innovators and risk-takers. 	<ul style="list-style-type: none"> Pupils will learn to think and intervene creatively to solve problems both individually and collaboratively. 	<ul style="list-style-type: none"> Pupils will make links to other disciplines such as maths, science, engineering, computing and art.

I m p l e m e n t a t i o n	<p>Curriculum Through a variety of creative and practical problems, pupils will be taught the knowledge and skills needed to engage in the process of designing, making and evaluating products for a specific purpose and audience. Pupils will design and create a range of products that consider function and purpose and are relevant to a range of sectors.</p>	<p>Skills in Design Technology: Planning, researching, developing, generating, modelling, designing, communicating, making, investigating, reflecting, analysing, evaluating.</p>	<p>External Stimuli Units will be launched with wow days or experiences where relevant and purposeful. Visitors will be invited into school to deliver workshops or activities.</p>
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Implementation	<p>Resources</p> <p>Pupils have access to a wide range of high-quality resources, which are used to support their confidence in the use of different materials. The school's locality will also be utilised, with planned opportunities for learning outside the classroom.</p>		
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Impact	At the end of each year, pupils will have developed understanding, knowledge and skills that they can apply to a variety of different contexts.		
	<p>PUPIL VOICE</p> <p>Through discussion and feedback, pupils will talk enthusiastically about skills and techniques they have been taught and how they apply them to their own work. Pupils will articulate their knowledge of the innovators and designers they have learnt about and why they have learnt about them.</p>	<p>EVIDENCE IN KNOWLEDGE</p> <p>Pupils will have knowledge of how to design, make and evaluate high-quality prototypes and products for a wide range of users and audiences. Pupils will be able to critique, evaluate and test their own ideas and products as well as the work of their peers.</p>	<p>EVIDENCE IN SKILLS</p> <p>Pupils will develop the creative, technical and practical skills needed to design, make and evaluate appealing products for a wide range of users and audiences. Pupils will apply the skills they have been taught to a variety of different contexts.</p>