Design and Technology at St George's

INTENT IMPLEMENTATION CULTURAL CAPITAL

Explore how things are designed and made with creativity and purpose.

- Explore existing products and designs, considering their purpose, how they work and who they are designed for.
- Develop creativity and problem-solving through open-ended design tasks, encouraging children to generate and develop their own ideas.
- Apply practical skills and techniques through projects in structures, mechanisms, textiles, and cooking and nutrition.

Develop designing, making and evaluating skills progressively.

- Follow Kapow's progressive curriculum, building design and technology skills and knowledge year on year.
- Develop children's ability to evaluate their own work, identifying what went well and how their designs could be improved.
- Complement weekly D&T units with an annual dedicated D&T day, allowing children to immerse themselves in a design-and-make challenge.

Understand sustainability and use resources responsibly.

- Explore how design choices, materials and products can affect the environment.
- Promote responsible use of materials, including reusing and recycling resources to reduce waste.
- Make cross-curricular links to sustainability, developing children's understanding of how they can help protect our planet.
- Encourage children to care for their environment and take positive action through our Eco Warriors.

Learn about food preparation and healthy eating.

- Develop understanding of healthy eating, food groups and the importance of a balanced diet.
- Build practical food preparation skills, including selecting, chopping, slicing and combining ingredients safely.
- Explore where food comes from and make informed choices about ingredients and nutrition.
- Apply cooking skills through cross-curricular experiences, including Fairtrade activities and Enterprise Week.
- Extend practical skills and interests through our extra-curricular cooking club.



Empower children to believe in their ideas and achieve purposeful outcomes.

- Encourage children to take ownership of their designs, make independent decisions and develop confidence in their ideas.
- Use purposeful design challenges, considering the needs of others and creating products to meet a specific purpose.
- Apply design and making skills through whole-school events such as Enterprise Week, designing and creating products to be sold.