

In Royles Brook...

Impact

Through the evaluation of past and present design and technology, Royles Brook pupils will be able to develop an understanding of its impact on the world.

They will be able to build and apply a range of knowledge, understanding and skills in order to design and make high-quality products for a range of users.

Implementation

They are then able to make design decisions for their own products.

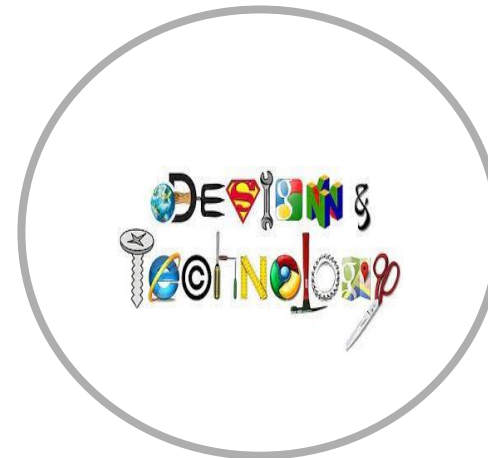
The skills developed will allow them to become resourceful, creative and capable.

Using a clear learning journey, children are able to show a clear process of research, design, make and evaluate.

Design Technology

Intent

To encourage children to learn to think and work creatively to solve problems both as individuals and collaboratively as members of a team. Following the guidance of the Design and Technology Association, we encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. To encourage children to make connections to other subjects, such as Mathematics, Science, Computing and Art. To provide our children with opportunities to reflect upon and evaluate past and present technology and its usefulness.



We allow children time to explore a range of existing products and express their opinions on these.

Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in the process of designing and making.

We deliver a range of Design and Technology projects with a clear structure, which includes challenging students at all levels.

Royles Brook pupils will have developed the skills to evaluate and test their ideas and products. From following this process, pupils will learn to take risks and produce high quality products.