



Rushbury C of E School

Curiosity, Respect, Perseverance, Friendship

What Design and Technology Looks Like in Our School

Design and Technology: David Greenwood

Curriculum (Intent)

What Design and Technology looks like in our school:

- High quality Design and Technology lessons
- Acquisition of appropriate knowledge and skills
- Develop children's creative, technical and imaginative thinking.
- Designing of innovative and thoughtful products.
- Children confident to take risks.
- Awareness of impact design and technology.

This is the knowledge and understanding at each stage:

By the end of EYFS pupils will:

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Children handle equipment and tools effectively, including pencils for writing.
- Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.

By the end of Key Stage 1 pupils will have learnt:

- Design purposeful, functional and appealing products.
- Generate, develop, model and communicate their ideas.
- Select from a range of tools and equipment.
- Select from a wide range of materials and components.
- Evaluate and explore existing products.
- Build structures and explore and they can be improved.
- Explore and use mechanisms in their products.
- Use basic principles of a healthy and varied diet to prepare dishes.
- Understand where food comes from.

By the end of Key Stage 2 pupils will have learnt:

- To use research and develop design criteria to inform the design of products that are fit for purpose.
- Generate, develop, model and communicate their ideas including sketches, diagrams, pattern pieces, prototypes and computer aided design.
- Select from a wider range of tools and equipment to perform practical tasks accurately.
- Select and use a wider range of materials and components.
- Investigate and analyse a range of existing products.

- Evaluate their ideas and products and consider views of others.
- Understand how individuals and key events have helped shape the world in Design and Technology.
- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- Understand and use mechanical systems.
- Understand and use electrical systems.
- Apply their understanding of computing to programme, monitor and control products.
- Understand and apply the principles of a healthy and varied diet.
- Prepare and cook a variety of dishes.
- Understand seasonality and know how ingredients are grown, reared, caught and processed.

Teaching (Implementation)

This is how it works:

- Design and Technology is produced as a cross curricular or as a discrete subject showing progression of skills.
- Products produced will be displayed through display, photos and on the website.
- Collaborative work within class groups.
- Work updated through the school year.
- Teachers will be aware of what has been taught prior and will be able to build on this knowledge through a spiral curriculum building on skills already taught.
- Design and Technology will be taught on a 2 yearly cycle.

Achievement (Impact)

This is what you might see:

- Happy and engaged learners.
- Paired and group work.
- Self-motivated children.
- A range of different activities including practical and use of technology.
- Engagement and perseverance.

This is the impact of the teaching:

- Confident children who can talk about their designs and products.
- Children who can analyse and improve on designs.
- Ability to know how to use and apply different tools and media.
- Children equipped with a range of skills and techniques to create different designs and products.

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