

Curriculum Intent

Design Technology	
<p><i>"Design is not just about what something looks like or feels like. Design is about how it works."</i> - Steve Jobs</p>	
<p>Why should children learn this subject?</p>	<p>Design Technology provides children with the opportunity to develop the skills, knowledge and understanding needed to design and make functional products. By engaging in Design Technology tasks, children have opportunities to become creative and innovative. They acquire a better understanding of materials and their components, mechanisms, control systems and structures. They learn how to evaluate products for quality and effectiveness.</p> <p>In addition, engaging in Design Technology will help the children with learning across the curriculum and there are clear links between this subject and others such as Science, ICT, Maths and Art.</p> <p>Participating in Design Technology activities will enable children to become more confident at problem-solving, risk-taking, evaluating and collaborative working</p>
<p>What will children learn to do in this subject?</p>	<p>At Brackenwood Junior School, children will:</p> <ul style="list-style-type: none"> • Develop creative, technical and practical knowledge in order to perform everyday tasks confidently. • Design and make high-quality products for a wide range of purposes. • Evaluate and test their work and the work of others. • Understand the principles of nutrition and learn how to cook. • Research existing designs to inform their own work. • Use sketches, diagrams and prototypes to develop and refine their ideas. • Use a wide variety of tools and materials. • Understand the way in which key events and individuals have shaped the world in regards to Design Technology. • Learn to strengthen, stiffen and reinforce structures. • Understand and incorporate mechanical and electrical systems. • Use computing to program, monitor and control their products.
<p>How will we inspire them?</p>	<ul style="list-style-type: none"> • Using digital photography and computer software to create animation. • Researching, designing and making a range of products with a real purpose. • Using the <i>Fun Food Chef</i> to learn about nutrition and how to cook. • Working with a range of different materials (clay pottery, sewing etc) • Having Design Technology Days
<p>Local and Cultural Links</p>	<p>Port Sunlight (Soap) Chester Grosvenor Museum (Romans- historical artefacts)</p>