



# Bovesfield Primary School

## Design Technology curriculum vision

We want children to:

- Be proud of their efforts and achievements by *sharing their DT projects with other classes, families, or on the school website.*
- Develop 'real life' skills by *giving them opportunities to design, make and evaluate products – involving, for example, cooking, circuits, sewing.*
- Explore, think critically, ask questions and try new ideas *by planning, making and evaluating products and having the opportunity to:  
explore a range of ways to make a product  
try out techniques before selecting final designs  
build resilience  
ask questions throughout.*

To support teaching and learning in Design Technology, the curriculum is based on 'Projects on a Page' – a scheme of work from the Design and Technology Association. Each project includes:

- *Investigative and Evaluative Activities*  
Where children learn from a range of existing products and find out about D&T in the wider world;
- *Focused Tasks*  
where they are taught specific technical knowledge, designing skills and making skills;
- *Design, Make and Evaluate Assignment*  
where children create functional products with users and purposes in mind.

In KS1 learning is focused on the following areas: Food, mechanisms, structures and textiles.

In KS2 learning is focused on the areas above and in addition, electrical circuits.