

What does DT look like at Bartons ?

At Bartons, we feel it is vital to nurture creativity and innovation through design by exploring the designed and made world in which we all live and work.

All pupils, from Foundation Stage to Year 6, will participate in engaging, purposeful and rich Design and Technology lessons. The children are encouraged to design, construct and evaluate models according to a brief. The level of design criteria, practical skills required and the evaluative process used progresses as the children move through the school.

Why is DT important?

Design and Technology gives children the opportunity to develop skill, knowledge and understanding of designing and making functional products.

Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

Ultimately, children learn how to take risks, become resourceful, innovative, enterprising and capable citizens, whilst utilising a range of communicative skills to express and present their ideas and designs.

Design & Technology

What are our visions for DT at Bartons?

- A Design and Technology curriculum that encompasses a range of skills and builds upon that of the previous year.
- A well-equipped and informed teaching team delivering the Design and Technology curriculum to pupils.
- Fun and engaging lessons that spark a love of design in all pupils.

What events take place?

Children have worked in mixed year groups as part of our WWO skills days on building and problem solving tasks.

Children make various items for our annual Christmas Fair ie cooking biscuits, making Christmas tags, bags and decorations using a variety of materials and techniques.

What do we learn?

In Reception:

- *To use simple tools eg scissors with control.
- * To make use of and explore a variety of materials when making models or props in their play.

In Key Stage 1:

- *To design products for themselves and others based on design criteria and research.
- *To develop and communicate their ideas in a variety of ways.
- *To make using a range of tools, components and materials.

In Key Stage 2:

- *To evaluate a range of existing products and their own.
- *To evaluate how designers have helped to shape our world.
- *To develop their technical knowledge of structures and mechanisms, electrical systems and apply their understanding to their products.
- *To use understanding of computing to program, monitor and control their products..