

# Design Technology at The Meadow



## Intent

At The Meadow, our D&T curriculum gives children the opportunity to develop skills, knowledge and understanding of designing and making functional products. We feel it is vital to nurture creativity and innovation through design, and by exploring the designed and made world in which we all live and work. For the majority of the DT projects we take time over the course of a week to build up skills; giving time to plan, explore, build skills and design and evaluate.

**'D&T brings learning to life. It is a motivating context for discovering literacy, mathematics, science, art, PSHE and ICT. Primary Design and Technology also provides a firm basis for later learning in the subject and a platform for developing skills in literacy and numeracy.'** -Design Technology Association



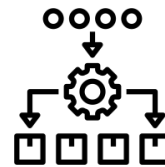
## Sequencing Content

\*Knowledge and skills are mapped out sequentially to ensure progression across the key stages  
 \*Teachers make every effort to link prior learning and make connections



## Big Ideas

\*Cooking and Nutrition  
 \*Textiles  
 \*Mechanisms and components  
 \*Construction  
 \*Developing, planning and communicating ideas  
 \*Working with tools  
 \*Evaluating



## Deepening Concepts

\*DT concepts are deepened through the 3 Golden Threads:

- What are your ideas?
- What are you making?
- What would you keep or change next time?



## Retrieval Practice

\*Remembering key knowledge is celebrated regularly  
 \*Skills such as joining materials, planning, evaluating and are repeated during sessions  
 \*Key concepts such are revisited through the Golden Threads constantly.