

## Brunswick Park School Design and Technology Curriculum Intent

### Wellbeing

We believe fostering positive mental health and wellbeing is the foundation for all learning and growth. Our curriculum, including the 'hidden curriculum' of school culture, supports all pupils to develop a positive self-image and equips them with the knowledge and skills they need to look after their mental and physical health.

**Respectful**

**Friendly**

**Determined**

**Kind**

**Courageous**

**Tolerant**

**Playful and Enquiry Led**

**Rigorous**

**Ambitious for all**

**Vocabulary and Experience Rich**

**Learn to Learn**

**Expert**

So that **all** pupils:

Are engaged, inspired and challenged by the design and technology curriculum.

So that **all** pupils:

Children receive a design and technology curriculum which allows them to exercise their creativity through designing and making. The children are taught to combine their designing and making skills with knowledge and understanding in order to design and make a product.

So that **all** pupils:

Skills are taught progressively to ensure that all children are able to learn and practice in order to develop as they move through the school.  
Evaluation is an integral part of the design process and allows children to adapt and improve their product,

So that **all** pupils:

D&T allows children to apply the knowledge and skills learned in other subjects, particularly Maths, Science and Art.

So that **all** pupils:

Children's interests are captured through theme learning where applicable, ensuring that links are made in a cross curricular way, giving children motivation

Are able to respond positively to challenges they encounter during the creative process.

So that **all** pupils:

Children's interests are captured through theme learning, ensuring that links are made in a cross curricular way, giving children motivation

Have experience of a wide variety of materials and processes. from this to their own work.

At Brunswick Park School we believe design and technology is about designing and making products for a specific user and purpose. It involves children in learning about the world we live in and developing a wide range of knowledge and skills through designing and making. It helps children to think through problems creatively, about how to organise themselves and how to use knowledge and skills to bring about change and to shape the environment. Through design and technology children become informed users of products and become innovators.