# Stukeley Federation – Design and Technology Intent, Implementation & Impact Statement

## Vision Statement:

*In our inclusive and happy schools, we make sure **everyone** feels welcomed, valued and valuable.*

*Our safe and inspiring learning environment helps us work towards achieving our best, in all that we do, so that we can become independent and resilient members of our wider community.*

*Our shared Christian values give us a foundation of challenge and support, helping to make a positive change in the world, as we strive to create a community of respect and aspiration, preparing everyone for their future.*

## Core Values:

**Respect** – Equality, Tolerance, Understanding
**Politeness** – Thoughtfulness, Appreciation
**Friendship** – Caring, Sharing, Love
**Honesty** – Trust, Fairness, Peace
**Responsibility** - Quality & Excellence, Cooperation
**Resilience** – Determination, Patience, Hope

## Intent

Our aim for Design and Technology is that our children will become creative problem solvers who are able to think flexibly, apply their knowledge, understanding and skills in a world we cannot envisage. We encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

When approaching challenging concepts, our children will develop **resilience** through evaluation and redevelopment of ideas. Our children will be able to effectively communicate their understanding to others, enabling them to work **cooperatively** with their peers. They will become independent learners and will take **responsibility** for their learning.

Our children will experience all of the key aspects of Design and Technology:

- **Developing, planning and communicating ideas**
- **Working with tools, equipment, materials and components to make quality products**
- **Understand and apply the principles of nutrition and learn how to cook**
- **Evaluating processes and products**

## Implementation

Design and Technology will be taught through the following six design principles:
**User** (Who is the product for?)
**Purpose** (What is the product for?)
**Design decisions** (Why?)
**Functionality** (How does the product work?)
**Innovation** (Original thinking)
**Authenticity** (Does the product work for its intended purpose?)

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The EYFS Framework and National Curriculum forms the foundation of our planning. We are implementing the Design and Technology Association resources to support this.

Design and Technology is planned over a two-year rolling program in KS2 and a three=year in EYFS and KS1 to ensure there is balance and breadth. We have a progression of skills map which builds upon the skills taught in each year group.

Design and Technology will be project based, often linked to the term's learning which gives relevance. Cross-curricular links are made where possible, within the planning and practical tasks.

Prior to practical activities a full risk assessment will be completed for the class, tailored to the needs of the children. Children are taught how to safely use a variety of tools.

Design and Technology is assessed through assessment for learning (AfL). This informs planning for future lessons.

## Impact

Using the skills and knowledge acquired through Design and Technology, children are able to solve problems, work collaboratively on tasks, evaluate their own and others' work, use tools safely, and become creative thinkers, applying these skills in their future lives.