



Design and Technology

The design and technology curriculum at Pye Bank starts in the Early Years and progresses throughout school. During their time at Pyebank children will experience a wide range of D and T projects including textiles, food preparation, wood work and mechanical and electrical construction.

Throughout each unit, pupils will have the opportunity to experience three different elements to help develop their skills and knowledge in D and T. These elements are:

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

Each project is based on the six essentials of good practice in D&T. These are in place in teachers' planning to ensure children's learning is genuinely design and technological in nature.

- **User** – children have a clear idea of who they are designing and making products for, considering their needs, wants, interests or preferences.
- **Purpose** – children know what the products they design and make are for. Each product has a clearly defined task that can be evaluated in use.
- **Functionality** – children design and make products that function in some way to be successful. Products often combine aesthetic qualities with functional characteristics.
- **Design Decisions** – when designing and making, children have the opportunities to make informed decisions such as selecting materials, components and techniques and deciding what form the products will take, how they will work, what task they will perform and who they are for.
- **Innovation** – when designing and making, children have scope to be original with their thinking. Projects encourage innovation and lead to a range of design ideas and products being developed.
- **Authenticity** – children design and make products that are believable, real and meaningful to themselves.

