



### Design and Technology

#### Intent

Our Inside Out Learning model promotes creativity and imagination - essential skills for Design and Technology. We plan learning experiences which allow students to design and make products that solve real and relevant problems within a variety of contexts.

We follow the aims of the National Curriculum, and all students:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes for a wide range of users.
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.



### Implementation

At Griffin, Design and Technology is taught through our ICB theme and class Big Question. Teachers plan experiences which enable students to design, make, evaluate and amass technical knowledge.

We celebrate D&T with termly whole school STEAM days, where everyone from EYFS to Y6 engage in a project culminating in a whole school outcome or celebration at the end of the day e.g. a fashion show, kite flying festival.

We engage with the local construction firms to provide us with workshops, talks and experiences linking the school practice with the working world.

We have recently introduced the STEM Learning Progression ladder in KS1 and KS2.



## Impact



“Look! I just made a holder for my water bottle. It has a handle. It’s a bit sticky. I glued it!”

(Mariah, Reception)

“We designed and made our own guitars. We then played them which was really fun.”  
(Josh, Y5)

