



## Intent



At Lilleshall, we aim to teach children to become problem-solvers equipping them with the skills to think creatively about solutions. We provide clear progression through a well-planned and meaningfully sequenced D&T curriculum which builds on knowledge effectively and encourages independence, innovation and creativity. Through the acquisition of substantive and disciplinary knowledge, we intend to develop children's creative, technical and imaginative thinking so that they can design, make and evaluate purposeful and functional products for a range of users.

## Implementation



To ensure high standards of teaching and learning in D&T, the subject is taught frequently and lessons are sequenced effectively to build on prior knowledge. D&T is taught termly on a two-year rolling programme across school. Every year, children will experience a range of projects and/or focused practical tasks, which are planned to develop practical skills and build on prior knowledge. Children have the opportunity to take part in three D&T projects every year which encompass the 'design, make, evaluate process'. Teachers use the progression grid to select an appropriate project from one of four categories in Key Stage One: Structures, Mechanisms, Textiles and Cooking & Nutrition, and from the addition of a fifth category (Electrical Systems/Computing), in Key Stage Two. Focused practical tasks are also taught to develop specific knowledge before having the opportunity to apply new knowledge independently.

## Impact



- ✓ Children develop substantive and disciplinary knowledge in D&T which enables them to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- ✓ All children will leave Lilleshall equipped with the skills to prepare and cook a meal and will understand the importance of a healthy and varied diet.
- ✓ Children know more and remember more through making meaningful connections and can apply their D&T knowledge to practical tasks independently.
- ✓ Our curriculum equips children for success to become resourceful, innovative and competent young designers, who are given the opportunity to explore their own ideas and develop the creative and practical skills required to solve real and relevant problems now and in their future.