

## Design and Technology

Purpose	Principles	Expectations
<ul style="list-style-type: none"> <li>• Kinaesthetic learning</li> <li>• Use of working memory</li> <li>• Opportunities to be creative</li> <li>• Learning about how the world around us works</li> <li>• A particular approach to asking questions</li> <li>• Creating solutions to solve problems</li> <li>• Skills and tools based</li> <li>• Process to create and make/build</li> <li>• Cultural capital – linking to food types, technological solutions to past problems</li> <li>• Developing fine motor skills</li> </ul>	<ul style="list-style-type: none"> <li>• Process of working unique to this subject</li> <li>• Exploring examples</li> <li>• Disassembling</li> <li>• Understanding the way things work</li> <li>• Solving problems</li> <li>• Designing solutions</li> <li>• Opportunities to be creative</li> <li>• Design, build, evaluate process</li> <li>• Cross-curricular links – Maths, Science, Art</li> <li>• Health and safety</li> <li>• Make improvements to promote success</li> </ul>	<ul style="list-style-type: none"> <li>• Progression of skills and vocabulary</li> <li>• Moving beyond ‘making’ to include designing and evaluating</li> <li>• Coverage and development of skills, increasing independence</li> <li>• Selecting appropriate tools and reasoning why</li> <li>• Confidence to use a wide range of tools/equipment safely with skill and control</li> <li>• Evaluating – looking at why things don’t work and making future changes</li> </ul>