



# Draycott & Rodney Stoke C of E First School

Together, We Flourish and Grow



## Design & Technology

### Intent, Implementation and Impact statement

#### Intent

At Draycott & Rodney Stoke First School, our Design and Technology (D&T) curriculum is all about inspiring curiosity, creativity, and problem-solving in our young learners. Rooted in our inclusive school vision, we aim to provide meaningful and practical experiences that help every child flourish—whatever their background, interests, or abilities. Our D&T curriculum is designed to:

- **Spark Creative Thinking:** Encourage children to explore their ideas imaginatively and come up with innovative solutions to real-life problems.
- **Develop Practical Skills:** Give pupils hands-on opportunities to plan, make, and evaluate their own creations using a wide range of materials and tools in a safe, supported environment.
- **Build Technical Understanding:** Introduce age-appropriate concepts such as mechanisms, structures, and basic food and nutrition, laying the foundation for confident, informed decision-making.
- **Promote Sustainability:** Help children think about how design choices affect the world around them, encouraging thoughtful use of resources and an early awareness of environmental responsibility.
- **Nurture Resilience and Confidence:** Create a classroom culture where pupils feel comfortable trying new things, learning from mistakes, and celebrating their progress—growing in confidence along the way.

#### Implementation

Our Design and Technology curriculum is brought to life through creative, engaging units that link to children's interests and wider learning across the curriculum. Key features of our approach include:

- **Integrated Learning:** D&T projects are often linked to class topics in subjects like Science, History, Geography, and Art—for example, designing and building a home for a woodland creature in a nature-themed unit.
- **Step-by-Step Skill Progression:** Each year group builds on what's come before, from simple joining techniques and basic food prep in EYFS and KS1 to more structured planning and evaluation in lower KS2.
- **Group Work and Collaboration:** Children are encouraged to work together on shared tasks, learning how to listen to one another's ideas, solve problems as a team, and celebrate shared achievements.
- **Practical, Purposeful Making:** Our pupils get plenty of opportunities to work with real tools and materials—whether constructing moving models, baking healthy snacks, or experimenting with junk modelling.
- **Responsive Assessment:** Teachers assess learning through observation, questioning, and reviewing completed projects. Feedback is positive and focused on helping children improve while celebrating their creativity and effort.

## Impact

The impact of our D&T curriculum is reflected in our pupils' enthusiasm, growing independence, and confidence in bringing ideas to life. We see success in the following ways:

- **Engagement and Enjoyment:** Children are eager to take part in D&T lessons, showing pride in their work and excitement when solving design challenges.
- **Growing Skills:** Pupils develop a strong foundation in using tools, understanding materials, and following design processes, which support learning across the curriculum.
- **Creative Problem-Solving:** Even at a young age, pupils learn to adapt their ideas, try out solutions, and think critically about how to improve their work.
- **Awareness of Sustainability:** Children begin to understand the value of recycling, reusing, and thoughtful material choices, often reflected in their project decisions.
- **Readiness for the Future:** By the time they leave us, our pupils are confident, capable, and creative thinkers, ready to continue developing their D&T skills in the next stage of their education.

In summary, Design and Technology at Draycott & Rodney Stoke First School gives children the tools—and the mindset—to explore, create, and thrive. Through thoughtful teaching and joyful, hands-on experiences, we help every child see themselves as a maker, a thinker, and a problem-solver.