BROOK INFANT SCHOOL AND NURSERY

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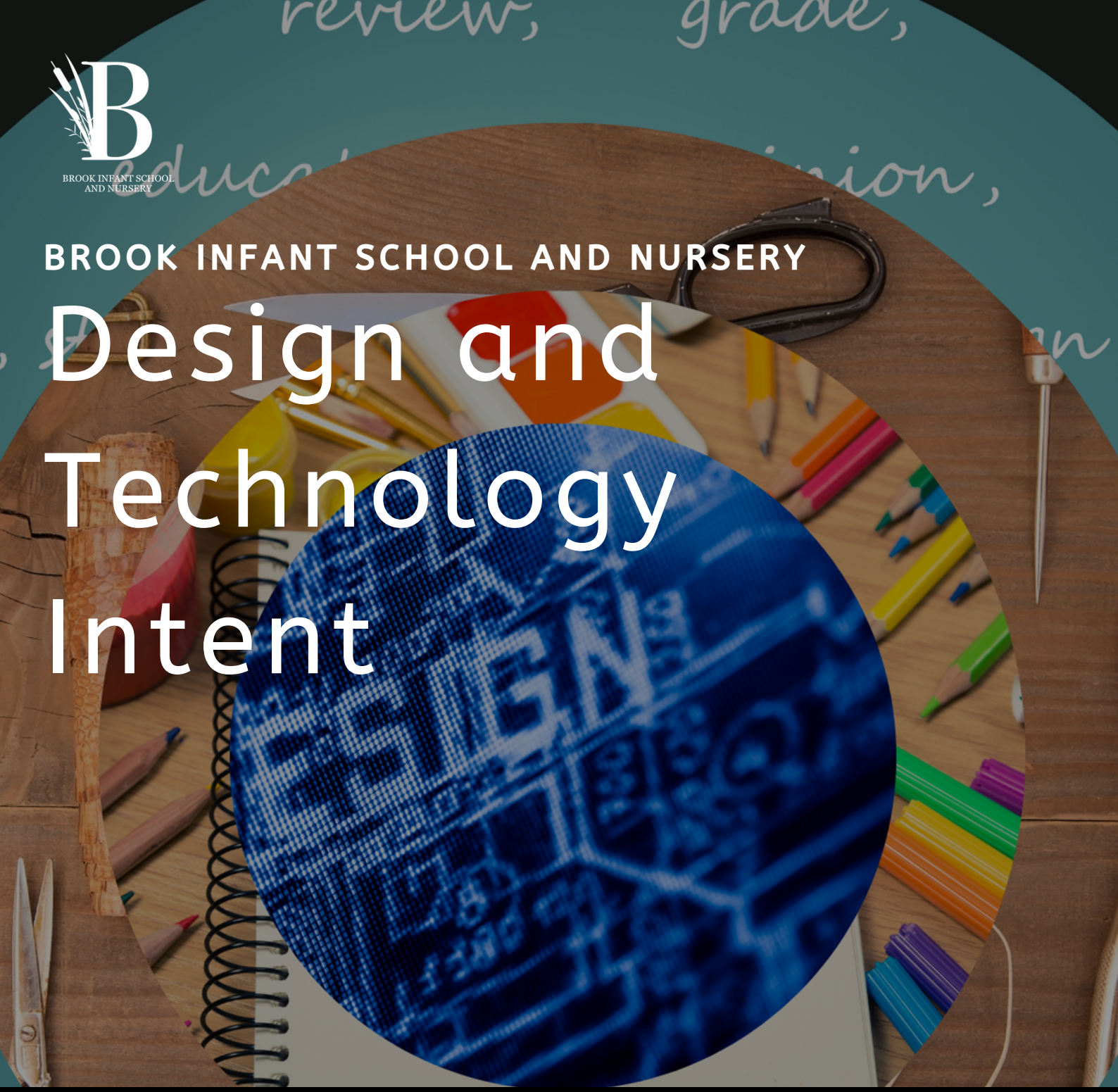
Design and Technology Intent



At Brook Infant School, whenever we touch Design and Technology in our curriculum, we always begin with the question 'What design do you notice in the world around you?'. This is because we want children to understand how much design is in the world around them. We also want them to see how they can develop their own ideas and imaginings in order to create designs.

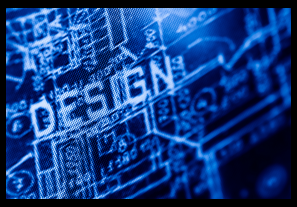
We want all of our children to learn to be designers rather than to simply learn how to design and we want our children to recognise design all around them and how even the most basic of things has been designed to meet a need.

In the background of this, is our hands on and connected approach to learning and we endeavour to make our provision of design and technology no less hands on. We want all of our children to develop their own competence of skills in a variety of situations and with a variety of materials, including food and textiles. We also want our children to work in different contexts, applying their learning from other subjects to their design and technology work.

We want our children to take risks with their designing and making as this way they can learn about taking calculated risks. We also want our children to be able to showcase their ability to be resourceful, enterprising, innovative and a critical thinker.

Our progression is developed through this intent as this structure provides the progression, along with our own professional judgement of the questions we need to ask the children at each point. As progress is made, less time needs to be spent on the grounding questions and we can spend time going deeper on the questions about refinement.

FEBRUARY 2021



WHAT DESIGN DO YOU NOTICE IN THE WORLD AROUND YOU?

- What designs do you notice around you?
- What can you observe from an object or piece of design?
- What inspiration will you take from designers, craft makers or artists?
- What different structures and mechanisms can you see in the world around you?

WHAT WILL YOU BE DESIGNING?

- What is the real and relevant problem we can identify?
- What is the criteria for your design work?
- How will you plan for your design to be purposeful, functional and appealing?
- How will you communicate your design ideas, talking, drawing or modelling?
- Will your design need to include a structure?
- Will your design need to include a mechanism?

WHAT TECHNIQUES WILL YOU NEED TO USE TO CREATE YOUR DESIGN?

- What skills do you need to learn or improve to help you with your design project, such as cutting, shaping, joining and finishing?
- What tools, equipment materials and components will you need to use to make your designs?
- How can you develop your proficiency with them?
- How can you make any structures stronger, stiffer or more stable?
- What mechanisms, including levers, sliders, wheels and axles, do you need to understand?

HOW CAN YOU BEST EVALUATE YOUR DESIGN?

- How will you test your design?
- What do others think about your design?
- Does your design meet up to the criteria of your design brief?
- What have you learnt from your design evaluation?
- Would you change anything if you had a chance to redesign anything?

WE WILL ALWAYS ASK:

- What do you notice about the designs around you?
- How can we use our senses to explore different designs around us?
- How can we make our designs unique?
- Why is it important to take risks with our designs?

OUR PROMISE IS THAT OUR CHILDREN WILL LEARN ABOUT:

- Working with a range of materials, including construction kits.
- Working with textiles.
- Working with ingredients in order to make different foods.
- Building structures and how to make them stronger, stiffer and more stable.
- How different mechanisms, including levers, sliders, wheels and axles work.
- Working with IT to help them with their designing and making.