Subject on a Page DT

'Creativity is allowing yourself to make mistakes. Design is knowing which ones to keep.'

Develop pupils into imaginative thinkers who design products and recipes that solve real and relevant problems in a variety of contexts.

Equip pupils with the technical knowledge and hands-on experience needed to work confidently with a range of tools, materials, and components in order to make a cohesive product.

Support pupils design process by teaching them to evaluate designs and existing products thoughtfully, considering functionality, sustainability, and user needs.

Develop an engaging curriculum which allows children to feel empowered to make their own design decisions while retaining an understanding for purpose and target audience to create successful products.

A well-structured curriculum will be used to ensure all children receive a high level of DT and cooking teaching. This allows for a consistent progression of skills throughout the years.

PRODUCT-BASED LEARNING

At Greenfields, our Design and Technology curriculum is structured around the four key headings: Design, Make, Evaluate, and Technical Knowledge, and is delivered through product-based learning. Pupils are given a clear focus or purpose for each project, from which they carry out research, generate ideas, and plan their designs before making and testing their products. This approach develops both technical and procedural knowledge, helping children understand not only how to make, but also why design choices matter.

Through engaging, real-world projects, children gain confidence in applying their knowledge across diverse materials and contexts, preparing them to think and work like designers, engineers, and innovators.

As pupils progress through the curriculum, they gain increasing confidence, independence, and technical skill, allowing them greater freedom. Early learning develops foundational skills and understanding, while later key stages encourage pupils to make informed design choices, explore innovative solutions, and personalise projects. This approach ensures that by UKS2, children can combine knowledge, skill, and imagination to create purposeful, original and high-quality products.

BROAD COVERAGE

The curriculum ensures broad and balanced coverage of all DT strands. In EYFS, children explore textiles, simple structures, and basic mechanisms through hands-on activities. KS1 focuses on mechanisms and structures, developing foundational skills in joining, assembling, and moving parts. Lower KS2 builds on this with more complex textiles projects and basic electrical systems, while Upper KS2 extends learning to advanced mechanisms and electrical systems which include structural features, enabling pupils to apply their skills confidently in purposeful, real-world contexts.

TECHNICAL AND PROCEDURAL KNOWLEDGE

We develop pupils' understanding in Design and Technology through two types of knowledge: technical and procedural. Technical knowledge is what pupils know about materials, tools, and mechanisms through research and design. Procedural knowledge is how they apply this understanding when making, and evaluating.
Our curriculum builds upon both types of knowledge covering all areas of the curriculum and our progression of skills.

INTENT

WHAT DO WE AIM TO DO?

IMPLEMENTATION

HOW WILL WE ACHIEVE OUT INTENT?

COOKING AND NUTRITION

Cooking & Nutrition at Greenfields is implemented as a distinct but complementary strand within the DT curriculum, ensuring pupils develop a strong understanding of food as a material and cooking as a creative, practical process. This area provides a purposeful context for pupils to apply the core principles of DT – designing, making, evaluating, and using technical knowledge – through food preparation and healthy eating.

The progression of skills is structured around the same two types of knowledge as DT: technical and procedural. Technical knowledge involves understanding ingredients, tools, equipment, and cooking techniques through research, observation, and guided exploration. Procedural knowledge focuses on applying this understanding in practice – measuring accurately, combining and adapting ingredients, cooking safely, and evaluating the taste, texture, and presentation of food.

In this way, pupils develop specialised skills and confidence when working with food while deepening their understanding of design principles. This ensures progression across year groups, allowing pupils to identify the shared purpose between creating products and preparing food..

Through this approach, pupils at Greenfields are equipped with essential life skills, an understanding of healthy living, and the ability to make thoughtful, informed decisions about food and nutrition.

FOCUS ON PURPOSE

A clear sense of purpose is central to Design and Technology at Greenfields. Pupils are encouraged to design with the user in mind, understanding that effective design solves real problems and meets genuine needs. Purpose is strengthened through research and analysis of existing products. By evaluating existing products, they gain insight into function and design choices. This purposeful and reflective approach helps pupils create meaningful, well-considered products that combine creativity, practicality, and innovation.

VOCABULARY

Children in KS2 have daily vocabulary lessons which focus on tier 2 language and Greek/Latin root words. By focusing on these key areas of language, children are able to apply and understand across a range of contexts. Within DT lessons, teachers will ensure that the key tier 3 vocabulary which is applicable for each area of study is practiced and learnt. Teachers will ensure that new artistic terms are embedded and built upon.

INCLUSION & INTERVENTION

Teachers will continually assess children's ability and progress using information from lessons, observations and assessment. Swift intervention will be made where necessary. Teachers will use strategies such as pre-teaching, scaffolding, a targeted intervention (particularly for areas such as phonics, handwriting etc).

IMPLEMENTATION

HOW WILL WE ACHIEVE OUT INTENT?

Children can develop and design products and recipes which link to real-world contexts, occasionally solving problems..

Children can use technical knowledge and hands-on experience to work confidently with a range of tools, materials, and components making a cohesive product.

Children are taught and understand how to evaluate designs and existing products thoughtfully, considering functionality, sustainability, and user needs.

Children to feel empowered to make their own design decisions while retaining an understanding for purpose and target audience to create successful products.

Children receive a high level of DT and cooking teaching. and make consistent progress.

IMPACT

HOW DO WE KNOW WE HAVE ACHIEVED OUR AIMS?