



## Design and Technology

To use creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art.

*Be the  
Best You  
Can Be.*

To design, make, critique, evaluate and test their ideas and products and the work of others using and applying technical knowledge.

To develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

To build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users

To understand and apply the principles of nutrition and healthy eating. Learning how to cook being a crucial life skill.

### Integrity

To evaluate and analyse products using design criteria respecting and showing integrity for other's opinions in order to improve their work.

### Curiosity

To explore and be curious about how things work. To generate, develop, model and communicate their ideas in various ways.

### Courage

To be willing to select from and use a range of tools and equipment to perform practical tasks. To be willing to adapt and change their design and how it may be made.

### Perseverance

To build structures, exploring how they can be made stronger, stiffer and more stable. To explore and use mechanisms, electrical systems and computing applications.

### Collaboration

To work together effectively to offer ideas on how to improve products. To share ideas and solve problems as a team or partnership.

### Community

To understand how key events and individuals in design and technology have helped shape the world.