



Design Technology at Windmill Hill Academy 2014/15



At Windmill Hill Academy, we believe that Design Technology (D.T.) should stimulate creativity and imagination through the medium of problem solving and the production quality products. We provide for this area of the curriculum through specific skills teaching, as well as by incorporating these into other curriculum lessons where appropriate.

Below you will find an overview of what your child will be expected to learn in each of the Key Stages.

In **Key Stage 1** children will learn to design purposeful, functional and appealing products that are based on design criteria. They will make products by using a wide range of materials, and develop the use of tools to cut, shape, join and finish. They will learn to evaluate products and suggest how their own work could be improved. They will learn to cook simple food with an emphasis on savoury dishes.

In **Key Stage 2** children will learn to design purposeful products that are aimed at particular individuals or groups. They will develop their ideas through detailed planning, evaluating product design, observational drawings and making prototypes. They will make products and learn how to use a wide variety of tools, equipment, materials and components. They will also learn how to include mechanical, electrical and computer-controlled elements. Children will learn to design and cook food with an emphasis on savoury dishes.

Progression in D.T. will be assessed through work completed in pupils' sketch books, for displays, written work and photographic evidence. Ability and attitude in D.T is recorded on the child's annual report to parents, and discussed at parent/teacher meetings throughout the year.

