

Deeper Learning in the Design and Technology curriculum

Children will demonstrate deeper learning throughout The Design and Technology curriculum by applying

- Critical Analysis
- Communication
- Collaboration
- Problem Solving
- Confidence
- Resilience

this will be evidenced through

- Effective oral communication and the recording of developing skills in sketch books and ICT to record the design process.
- Organising knowledge, skills and ideas in designing and making products.
- Children will make connections with other areas of learning and different contexts.
- Return to an aspect of learning at a later date and feel confident that previously learnt skills and knowledge can be applied to other design, make and evaluate projects.
- Develop critical thinking and problem solving skills and analyse the products created, making adaptations to designs and processes if required.

Examples of 'Deeper Learning' throughout The Design and Curriculum

Design - Generating ideas

Eg 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.

Make - Developing skills

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

Evaluating and analysing Design and Technology projects

Eg Critique, evaluate and test their ideas and products and the work of others.

