



In design technology
we design, create and
evaluate purposeful
products for people
use.

Design Technology

“There are three responses to a piece of design – yes, no and wow. Wow is the one to aim for!”
Milton Glaser, Graphic Designer, United States.

The design and technology (DT) scheme of work aims to inspire pupils to be innovative and creative thinkers who have an appreciation for the product design cycle through ideation, creation, and evaluation. We want pupils to develop the confidence to take risks, through drafting design concepts, modelling, and testing and to be reflective learners who evaluate their work and the work of others. Through our scheme of work, we aim to build an awareness of the impact of design and technology on our lives and encourage pupils to become resourceful, enterprising citizens who will have the skills to contribute to future design advancements.

Our DT scheme of work enables pupils to meet the end of key stage attainment targets in the National Curriculum and the aims also align with those in the National curriculum. EYFS (Reception) units provide opportunities for pupils to work towards the Development Matters statements and the Early Learning Goals.

We enrich our DT curriculum through the Health for Life programme, which adds a real-world, practical focus to learning. It encourages pupils to explore healthy eating, nutrition, and food preparation, linking directly to food technology and supporting key life skills.

The programme also includes activities like growing food, cooking, and menu planning, helping pupils understand sustainability and where food comes from. This hands-on approach makes learning more engaging and meaningful.



Links to documents:

- [Design and technology programmes of study: key stages 1 and 2](#)
- [Intent, Implementation & Impact Statement](#)
- [Progression of Knowledge & Skills](#)