Learning a range of design skills and processes and encouraging curiosity of materials, techniques and tools

Thinking about the 3 S's when designing and making products (Something for, Somebody for, Some purpose)

Having an understanding of the six D&T principles; user, purpose, functionality, design decisions, innovation and authenticity

Providing a wealth of vocabulary, that is developed through EYFS stage to KS1.

Our Design and Technology Curriculum enables our children to shine by…….

Building confidence in taking risks with their designs and products with investigative and evaluative activities

Sharing ideas and experiences

Opportunity to develop individual interests and ideas by experimenting with different skills

Capturing interest, with cross curricular links with topic learning

Exploring existing products and designers from the wider world

Becoming a confident and independent designer, who can articulate and value their own creative journey.

Gomer Infant School Design and Technology

Curriculum Intent

Gomer Infant School

Together we shine