



At Pilgrim Academy, Design and Technology will give our pupils the opportunity to become critical thinkers, problem solvers and creative individuals. We strive to build on practical knowledge as well as technical knowledge and provide lifelong learning opportunities.

Intent – What do we aim to deliver?

To develop confidence when using a variety of tools and equipment. These skills will be broadened and deepened throughout Key Stage 1 and Key Stage 2, embedding techniques which are valuable in life.

To understand the design process of products, following this process to when creating their own products which are fit for purpose.

To appreciate existing products, drawing inspiration from them as well as being able to discuss their design evolution.

To help children develop their creativity, problem-solving, and critical thinking abilities through the design process.

To involve the community with our Design and Technology education, creating opportunities for local businesses to enhance our students' learning as well as involving parents/family.

Design and Technology is taught in a one week block every half term. This ensures the design process and skills taught are fluid.

Implementation – How do we aim to deliver it?

Design and Technology is split into three concepts: mastering practical techniques, taking inspiration from designs and designing, making, evaluating and improving. These three concepts are revisited throughout Key Stage 1 and Key Stage 2; each time building on their breadth and depth.

Pilgrim Academy uses the Chris Quigley Milestones to inform our teaching of Design and Technology. Through this scheme, children have the opportunity to use a wide variety of equipment to practise and master practical techniques, as well as internalise the appropriate vocabulary and processes.

Children will be taught the relevant skills in order to create a product fit for purpose, which will be showcased to parents/family at the end of each Design and Technology unit.

Where appropriate, the use of computer programmes will be incorporated into Design and Technology lessons to aid with the design and implementation of products.

Impact – How will we know when we have delivered it?

Children will be able to document their design process from its conception to its creation, evaluation and improvement.

Children will be able to take design inspiration from existing products in order to create their own.

Children will be able to apply the practical techniques they have acquired in order to make high-quality products which are fit for purpose.

Children will be able to use technical vocabulary to discuss the design process and their product.