Ormiston Cliff Park Primary Academy
2026
CURRICULUM AREA: DT
Staff members: Mrs L Spring
Judgement -
Quality of Education
Intent Design and Technology provides children with opportunities to become risk takers and innovators- learning behaviors proven to benefit all subject areas. Through Design and Technology, children are taught to think and react creatively to solve problems- individually and as part of a team. At Ormiston Cliff Park Primary Academy, we encourage children to use their imagination and critical thinking to design and make products that solve real and relevant problems in a variety of contexts. Simultaneously, the children are expected to consider the needs, wants and values of themselves and others who will be using the product. Wherever possible, projects are linked to other subject areas such as humanities, mathematics and science, with the intent that this will deepen their understanding and knowledge of not only different contexts for Design and Technology, but the subject matters across the curriculum too. Opportunities are given for reflection and evaluation upon the effectiveness of products, with the mindset of constantly striving to improve.
Implementation All teaching of DT should follow the design, make and evaluate cycle, with each stage rooted in technical knowledge. The design process should be rooted in real life, relevant contexts to give meaning to learning. While making, children should be encouraged to make decisions of their own, rather than follow rigid instructions. To evaluate, children should be able to critique their own products against a design criteria. DT should be taught to a high standard, where each of the stages are given equal weight. There should be evidence in each of these stages, which should also develop to show clear progression across the key stages as they are passed up through each year group.
Impact By the time children leave our school they will: Have an excellent attitude to learning and independent working. Learn ability to use time efficiently and work constructively and productively with others. Have the ability to carry out thorough research, show initiative and ask questions to develop an exceptionally detailed knowledge of users' needs. Develop the skills to act as responsible designers and makers, working ethically, using finite materials carefully and working safely. Gain a thorough knowledge of which tools, equipment and materials to use to make their products. Acquire ability to apply mathematical knowledge and skills accurately. The ability to manage risks exceptionally well to manufacture products safely and hygienically.
Next steps