



LIGHTHOUSE  
SCHOOLS PARTNERSHIP



## Design and Technology Intent

**Artistic Mindset**  
Explore  
Experiment  
Compare  
Evaluate

Our design and technology curriculum is designed to provide children with creative opportunities to design, make and evaluate products using a range of materials including textiles, wood and electrical circuits. The skills acquired within DT lessons draw upon those learned in other areas of the curriculum, such as maths and science, enabling them to build on previous experiences in the classroom. Children also develop life skills through food technology as part of a healthy lifestyle by learning about where food comes from, different ingredients and how to bake and cook using safe techniques.

**Design Technology Skills**  
Researching, evaluating,  
planning, designing, making  
prototypes, refining,  
selecting materials, cutting,  
joining, testing

**Artistic Proficiency**  
Choose tools and medium  
for effect  
Use techniques with  
increasing accuracy  
Explore and analyse their  
own and others' works,  
refine and improve designs

**Systems**  
Medium term plans  
Topic Covers  
Role of TAs  
Support and challenge  
Retrieval of prior learning  
Assessment and tracking