Design and Technology

Sharing Children's Work

At Doddinghurst Infant School we take great pride in all the work that the children create. We ensure that work produced during 'Design and Technology' is displayed. We also have a regular sharing hour where parents are invited to look at the children's fantastic work with them. This provides a great opportunity for the children to talk about the processes they went through to achieve the final result. It also sends a strong message to the children that their work is valued.

Clubs

There are a variety of school clubs available to children to broaden their experiences in a smaller setting for KS1 children.

The type of club available varies according to what the children have chosen to select.

Examples of design and technology clubs so far have included Lego Club and Cooking Club.

‘Lego Club’ always proves very popular. Children work in pairs to solve problems, build structures and explore and use mechanisms.

Some examples have included constructing ‘The Strongest Bridge’ competition which was judged on how much weight it could hold.

Another challenge set was to construct a wheel chair which was both stylish and functional for a seven year old child. We had some really imaginative designs with added gadgets such as drink holders, sun visors and spoilers for speed!!!

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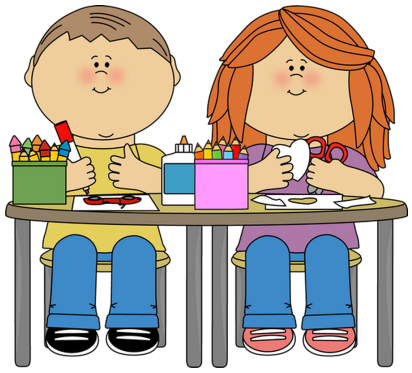
Aims

Our aims are to ensure all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.



National Curriculum Key Stage 1

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others’ needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.