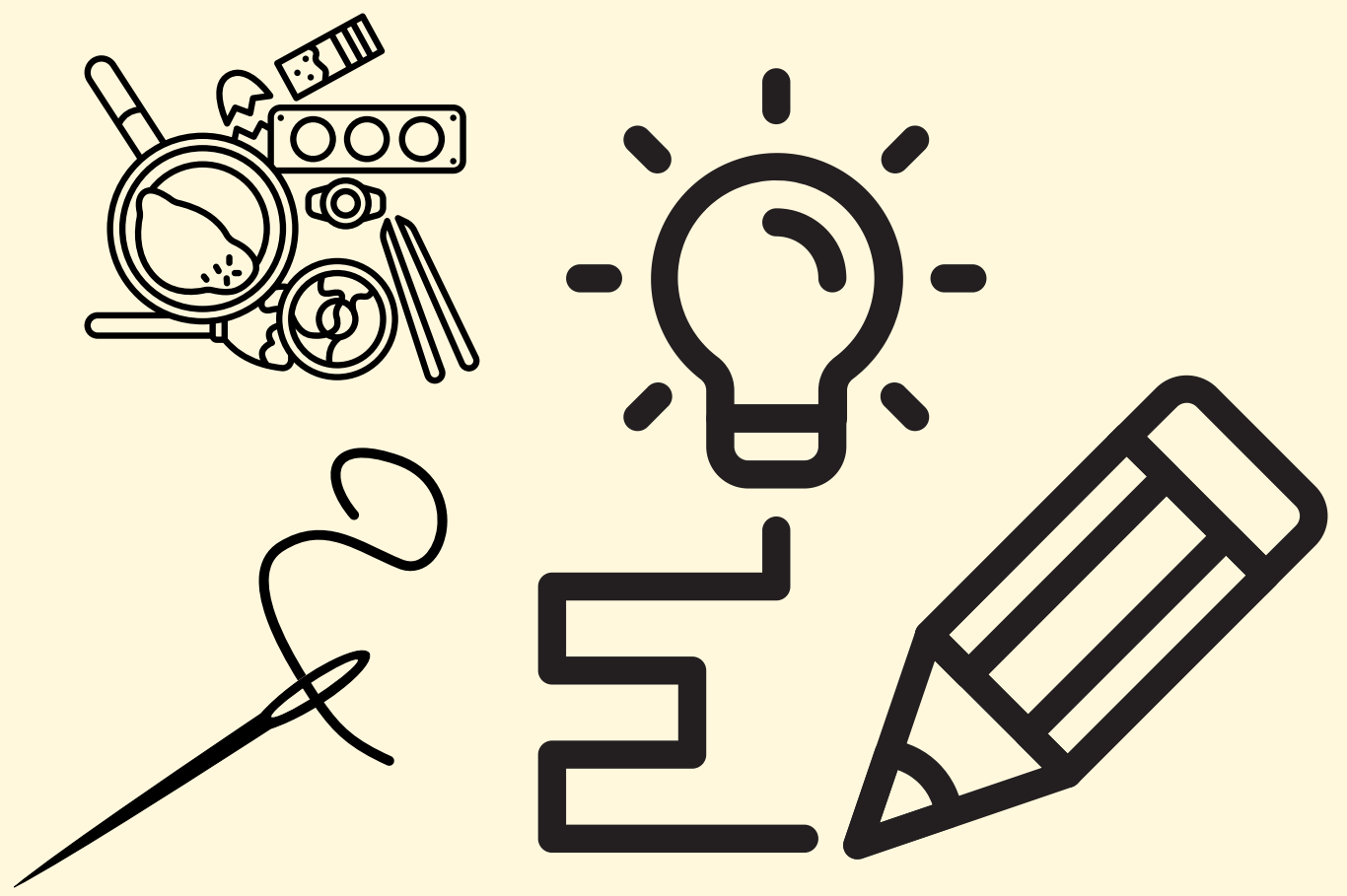


DESIGN & TECHNOLOGY

MICHAEL FARADAY CURRICULUM IMPACT 2022/23



IMPACT REFLECTION

Our Design and Technology curriculum has taught our children a wide variety of design and technology tools and techniques.

We have offered our children the opportunity to use creative thinking and design with a defined purpose and tangible outcome.

Through a variety of creative and practical activities, children have been taught the knowledge, understanding and skills required to engage in a process of designing and making. We have inspired them as engineers, designers, chefs and architects so that they can create a range of structures, mechanisms, textiles, electrical systems and food products with a real-life purpose.

We have made good quality cross curricular links with other subjects such as mathematics, science, engineering, computing and art. Our children have learnt how to design and make products that solve real and relevant problems within a variety of contexts.

PUPIL VOICE

'When you sew you go in and out and need to be careful of hurting yourself'
Year 1 Pupil

'We tie-dyed and used something called a running stitch.'
Year 3 pupil

'We used Velcro and sewing needles and made it out of felt. I like learning to put the back and the front together.' We used whipstitch and running stitch.'
Year 6 Pupil

'We used lots of different kinds of fruits to make our fruit kebabs. I liked the part when mum would come in.'
Year 1 Pupil

'I learnt how to sew. I didn't know how to sew before, now I do.'
Year 5 Pupil

The cake was from Wales – we worked out what ingredients we needed. I liked when our parents came in and we shared with them.'
Year 3 Pupil

EXAMPLES OF LEARNING

