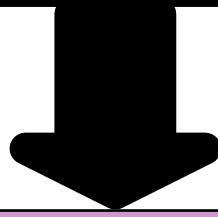


DESIGN AND TECHNOLOGY AT LANGFORD, FULHAM, QUEEN'S MANOR, SULLIVAN AND WILBERFORCE



Our philosophy for effective teaching and learning in Design and Technology is firmly based on research evidence. It allows pupils to acquire a deep, long-term, secure and adaptable understanding of the subject.

The importance of strong **teacher subject knowledge** is key and teachers understand that in Design and Technology this is not static, but always developing.

Each Design and Technology Day has a **clear product outcome** based on one of the **5 areas** of the curriculum.

Children follow the carefully structured sequence of **design, make and evaluate** within each Design and Technology day.

Staff always consider the necessary **health and safety requirements** when teaching Design and Technology.

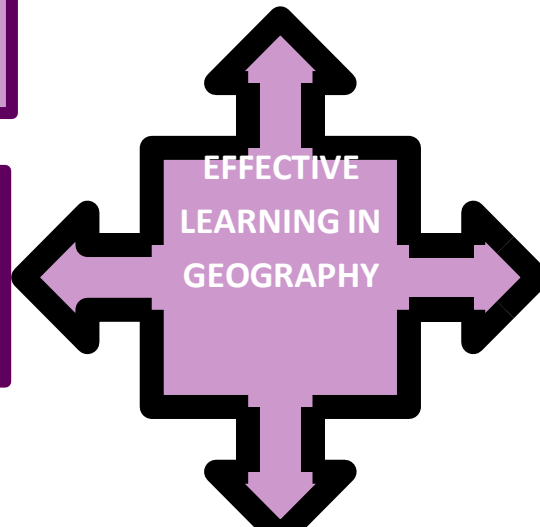
Children **investigate** current products to inform the careful **design and planning** of their own products.

Children will have the opportunity to learn the principles of **food and nutrition** and the basics of **how to cook**.

All learners are taught the same material and scaffolds are put in place to support those to access the same learning.

Children create meaningful products by having a clear **intended user** for each time they **design and make** something.

Children **evaluate** the effectiveness of their products based on the previous **investigative research** they have done.



*By the end of KS2 children will have had the opportunity to design and create products from each of the following areas within the curriculum; **mechanisms and mechanical systems, food, electrical systems, textiles and structures.***