



DT Intent, Implementation, and Impact Statement

Intent

At Cecil Gowing Infant School, our intent for the Design Technology curriculum is to inspire creativity and innovation in our pupils. We aim to equip them with the skills and knowledge necessary to design and create functional products that meet real-world needs. Our curriculum is designed to foster resilience, creativity, and problem-solving abilities, aligning with our core values of kindness, resilience, and creativity.

We believe that through engaging in design and technology, pupils develop critical thinking and practical skills that are essential for their future. By integrating outdoor learning experiences and continuous provision, we provide opportunities for pupils to explore materials and processes in a hands-on manner, enhancing their understanding of the world around them.

Implementation

Our Design Technology curriculum is implemented through a structured approach that includes:

- **Creative Exploration:** Pupils engage in a variety of practical activities where they design, make, and evaluate products. This includes using a range of materials and tools to create items that are purposeful and appealing.
- **Outdoor Learning:** We incorporate outdoor learning into our Design Technology curriculum, allowing pupils to explore natural materials and their properties. Activities may include building structures using sticks and stones or creating art installations that reflect their understanding of the environment.
- **Continuous Provision:** In both EYFS and KS1, we ensure that design technology resources, such as construction kits, tools, and materials, are readily available for independent exploration. This encourages pupils to engage in spontaneous design and making activities, fostering creativity and innovation.
- **Cross-Curricular Links:** Our curriculum integrates design technology with other subjects, such as science and art. For example, pupils may explore the properties of materials in science lessons and then apply this knowledge to their design projects.

Impact

The impact of our Design Technology curriculum at Cecil Gowing Infant School is reflected in:

- **Pupil Engagement:** Pupils demonstrate enthusiasm for design technology, actively participating in projects and showing a willingness to experiment with different materials and techniques.
- **Skill Development:** Through continuous provision and practical activities, pupils develop essential skills in designing, making, and evaluating products. They learn to work collaboratively, communicate their ideas, and reflect on their work.
- **Problem-Solving Abilities:** Pupils learn to identify problems and develop innovative solutions through the design process. They become resourceful and resilient, understanding that failure is a part of learning.
- **Connection to Community:** By creating products that serve real needs, pupils gain a sense of pride and accomplishment. They learn to appreciate the impact of design and technology on their lives and the wider community.

In summary, our Design Technology curriculum at Cecil Gowing Infant School is designed to inspire creativity, enhance learning through outdoor experiences, and provide a supportive environment where every pupil can thrive as a designer and maker.