# Our Vision for DT at The Milford Academy

At The Milford Academy, we believe that Design and Technology is a dynamic and creative subject that offers students the opportunity to develop essential problem-solving skills and foster a creative mindset. This subject not only enhances practical life skills but also allows children to integrate and apply knowledge from various cross- curricular subjects, including art, computing, science, and mathematics. Through DT, students deepen their understanding of technology, equipping them with valuable, lifelong skills that will serve them beyond the classroom.

## Intent

**Our Design and Technology Intent at Milford:**

- To inspire and cultivate a passion for design and making in children of all abilities, while nurturing and developing skills.
- To build confidence in students by teaching them how to safely use and choose from a variety of tools and materials.
- To deepen children's knowledge and understanding, combining these with practical design and making skills to empower them to create high-quality products.
- To encourage reflection and evaluation of both historical and contemporary design and technology, considering its uses and impact.
- To foster the ability to constructively critique and assess both their own work and that of others.
- To teach the fundamentals of nutrition, hygiene and basic cooking skills.

## Implementation

At Milford, our Design and Technology curriculum empowers teachers to deliver creative, inspiring, and engaging lessons while ensuring progression in both skills and knowledge. The curriculum encompasses the following key areas:

- Cooking and Nutrition
- Mechanisms
- Structures
- Textiles
- Electrical Systems

The curriculum is built around the four core strands of Design and Technology: Design, Make, Evaluate, and Technical Knowledge, all of which are integrated into each unit. Additionally, Cooking and Nutrition is treated as a dedicated, standalone unit each year. Where possible, we make cross-curricular links to other subjects, helping students to see the purpose and real-world application of the products they design and create.

## Impact

Children will develop clear enjoyment and confidence in Design and Technology, which they will apply to other areas of the curriculum. Through carefully designed and implemented learning activities, pupils will build the creative, technical, and practical expertise needed to approach everyday tasks with confidence and succeed in an increasingly technological world. They will establish a strong foundation of knowledge and skills, preparing them for further learning. Pupil progress and knowledge are continuously assessed by the class teacher throughout lessons.

## Links to Reading and Writing

**Design and Technology (DT)** and **Reading and Writing** at Milford:

- **Instructional Texts**: Read and follow instructions or write their own step-by-step guides, developing reading and writing skills.
- **Storytelling and Design**: Writing stories related to designs or reading stories to inspire projects.
- **Labelling and Annotating**: Writing labels and annotations for designs, reading design briefs.
- **Problem-Solving**: Writing reports on challenges faced in projects for reflective writing, reading case studies to use critical thinking.
- **Cross-Curricular Links**: Writing about history, science, or art in DT projects links literacy with other subjects, promoting comprehension and vocabulary.
- **Design Briefs**: Reading briefs teaches information extraction; writing proposals enhances clear, purposeful writing.
- **User Guides**: Writing user manuals for products improves instructional writing; reading existing guides helps with comprehension.
- **Collaboration**: Writing group reports and reading others' contributions develops teamwork, communication, and literacy skills.