



At St Peter's Brafferton, we are a nurturing community where every person can flourish. We aspire to be the best in all we do, promoting lifelong learners who are curious, compassionate, and courageous. We value every person and every opportunity to 'let our light shine'.

"Let your light shine before others, that they may see your good deeds and glorify your Father in heaven." Matthew 5

Design and Technology at St Peter's Brafferton

"Creativity is nothing, but a mind set free." – Torrie T. Asai

"Design is not just what it looks like and feels like. Design is how it works." – Steve Jobs

At St Peter's Brafferton, our Design and Technology curriculum develops creative, resilient and technically capable learners who can apply their knowledge to real and meaningful problems. Our DT curriculum develops children's technical knowledge and practical skills while encouraging them to think critically about how products are designed, manufactured and improved.

Intent

- Develop the creative, technical and practical expertise needed for everyday tasks.
- Design and make purposeful, functional products that solve real and relevant problems.
- Become reflective designers, able to evaluate and improve their own work.
- Understand how innovation, engineering and technology shape the world.
- Be inspired by significant designers, inventors and industry developments.
- Understand the design process, including research, prototyping, testing and refinement.
- Gain the knowledge and skills needed to thrive in an increasingly technological world.

Our curriculum is ambitious, inclusive and structured to ensure clear progression from EYFS to the end of Key Stage 2.

Implementation

Design and Technology is taught through sequenced units following the design–make–evaluate cycle. Each project begins with a purposeful design brief or real-life problem, enabling pupils to consider user needs before generating ideas.

Pupils investigate a range of existing products to understand how they function and how effectively they meet the needs of their intended audience. This supports children in developing the skills needed to analyse, evaluate and improve designs.

Our curriculum follows the Kapow scheme of work, which provides clear progression in both knowledge and skills across the following areas:

- Structures
- Mechanisms and mechanical systems
- Electrical systems
- Textiles
- Cooking and nutrition

This scheme supports our mixed-age classes and ensures progression to the end of Key Stage 2. Each unit includes clearly defined learning objectives, key vocabulary and practical outcomes, ensuring

children build upon prior learning and develop increasing independence in designing and making products.

Teaching and Learning Approach

Across all units, pupils:

- Investigate and analyse existing products.
- Develop design criteria and plan purposeful products.
- Select and use tools, materials and components safely.
- Build, test and refine prototypes.
- Apply problem-solving and critical thinking.
- Evaluate their own work and the work of others.

Key vocabulary, technical knowledge and practical skills are explicitly taught and revisited to support long-term learning.

Inclusion and Adaptation

Teachers ensure all pupils can access the curriculum through:

- Additional scaffolding and modelling
- Adult support or scribing
- Adapted tools and resources
- Simplified or alternative design outcomes

These adaptations ensure meaningful participation and progress for all learners, including those with SEND.

Assessment

Assessment is ongoing throughout each project and recorded termly on Insight. This enables staff to:

- Identify gaps in knowledge or skills
- Plan next steps
- Ensure progression across year groups

Early Years Foundation Stage (EYFS)

In EYFS, Design and Technology is embedded within Expressive Arts and Design. Children explore materials, tools and construction through both child-initiated and adult-led activities.

Children learn to:

- Use a variety of materials to express ideas
- Design and create with purpose
- Select and use tools safely



- Explore joining, building and constructing
- Prepare simple foods while learning about health and hygiene

These experiences form the foundation for the design process and practical skills developed in Key Stages 1 and 2.

Impact

The impact of our Design and Technology curriculum is seen in pupils who:

- Demonstrate confidence and independence in designing, making and evaluating.
- Produce high-quality outcomes, including prototypes and functional products.
- Show creativity, resilience and problem-solving skills.
- Understand how design, engineering and innovation influence everyday life.
- Can discuss key designers, inventions and technological developments.
- Apply knowledge of materials, mechanisms and structures.
- Use their understanding of nutrition and food preparation in cooking projects.
- Reflect on their work and identify ways to improve.