

Design and Technology at Ivybridge School

Definition

At Ivybridge School, Design and Technology (DT) encourages pupils to become creative, confident problem-solvers. DT helps children understand how and why things are made, using practical skills and imaginative thinking to design and build real, purposeful products.

We are guided by the belief:

"The future belongs to the curious. The ones who are not afraid to try it, explore it, poke at it, question it and turn it inside out." – Anon

Intent

Our DT curriculum aims to:

- Develop children's curiosity, creativity, and resilience.
- Teach practical skills through hands-on learning.
- Encourage problem-solving, collaboration, and reflection.
- Show the relevance of design in everyday life.

From EYFS to Year 6, pupils build on prior knowledge to become confident designers and makers, learning to plan, create, test, and improve.

We are inspired by James Dyson's words:

"Design is about solving problems. The best designs are often the simplest."

Implementation

- **In EYFS**, children explore a range of tools and materials, learning how to cut, build, and join. Play-based learning supports creativity and confidence.
- **In KS1 and KS2**, pupils follow a clear design-make-evaluate process in each unit. They work with structures, mechanisms, textiles, food, and digital systems.
- Lessons are practical, purposeful, and linked to real-life contexts or cross-curricular topics.
- **Adaptations** are made for pupils with SEND through adult support, scaffolded tasks, and accessible tools and resources.
- **Higher ability pupils** are challenged through open-ended tasks, peer leadership, and opportunities to extend their ideas.

Teachers use clear progression plans to ensure knowledge and skills build over time.

Impact

By the end of Year 6, pupils at Ivybridge School will:

- Be able to confidently use tools and materials safely and effectively.
- Understand the full design process: from planning and making to testing and evaluating.
- Solve problems creatively and work collaboratively.
- Talk clearly about their ideas, decisions, and the purpose of their designs.
- Recognise how design and technology shape the world around them.

Impact is measured through pupil voice, evidence of progression in books and projects, and ongoing assessment of practical and thinking skills.