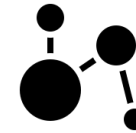


# DESIGN AND TECHNOLOGY AT THE COPPICE



## VISION

At The Coppice Primary School, our Design and Technology curriculum inspires creativity, problem solving and innovation. Children explore skills in sewing, cooking and engineering. They also learn how to design, make and evaluate. Through hands-on experiences, pupils develop technical skills, resilience to shape ideas into purposeful, real-world solutions.



## DESIGN

Our Design and Technology curriculum is carefully sequenced to build knowledge and skills year on year. Pupils revisit and extend learning in skills such as cooking, sewing and engineering through progressive projects. Clear progression ensures increasing challenge, independence and technical accuracy. This enables the children to design, make and evaluate with confidence over time together.



## CONTENT

Design and Technology is a practical, skills-based subject that brings learning to life, that enables students to design, make and evaluate purposeful products. Learning is carefully sequenced so the knowledge, skills and key vocabulary that they learn are revisited and built upon each year. Pupils develop understanding in structures, mechanisms, textiles and food technology, applying technical knowledge with increasing independence. Children learn to research, plan, create and evaluate, using precise vocabulary to explain ideas and improvements. Cross-curricular links strengthen learning, while practical problem-solving encourages creativity, resilience and critical thinking, preparing students for real-life challenge and future learning.



## DESIGN AND TECHNOLOGY IN ACTION

Through hands-on experiences, students develop essential skills, whilst making links with STEM subjects and real-life careers. We value strong partnerships with parents and carers to show meaningful applications of these skills beyond the classroom. This includes:

- Designing, making and evaluating products using tools, materials and equipment safely.
- Developing technical knowledge in structures, mechanisms, textiles and food technology.
- Applying Maths, Science and Computing skills to solve real-world problems.
- Building resilience, teamwork and problem-solving through practical challenges.
- Learning key vocabulary to explain processes, materials and improvements.