

Design Technology at Bovington Academy

“Creativity is allowing yourself to make *mistakes*, **DESIGN** is knowing which ones to **keep**” - Scott Adam

Our vision for Design Technology

As an inspiring and practical subject, we intend to prepare children to deal with an ever-changing technological world, encouraging them to become creative and resourceful problem solvers, working both independently and as members of a team.

Our pupils learn the importance of taking risks, how to become resourceful, collaborative and innovative members of not only our school, but of the community. They are cheered to be resilient, to make marvellous mistakes and to persevere during challenging tasks. With the goal being that our children succeed within society.

What does Design Technology look like at Bovington?

At Bovington Academy we view design technology as an inspiring, practical, and creative subject. Pupils are encouraged to use their imagination to design and make products that solve real and relevant problems within a variety of contexts. They are encouraged to consider their own and others' needs, wants and values.

DT should develop children's skills and knowledge in design, structures, mechanisms, electrical control and food. Initially we introduce our children to the key skills that will be required to complete the task and then follow a Design, Make, Evaluate' approach to the teaching and learning of DT.

What learning opportunities are available?

Throughout the year, children have the opportunity to design, create and evaluate various products sometimes linked to their products.

Children will explore existing products and take on a variety of challenges to test prototypes before committing to their own designs. Some will be putting basic recipes to the test and exploring how to improve them and other children will be designing products in which they can include electrical circuits.

Why do we learn Design Technology?

With an ever changing and evolving world, we aim to provide our pupils with the key skills needed to create, design and build a variety of technology based products.

Using creativity and imagination, pupils design and make products that solve real and relevant problems, within a variety of contexts, considering their own and others' needs, wants and values

Early Years

Me, Myself & I - identifying their family

Celebrations - why do the leaves change colour?

Outdoor learning - seasonal changes

On our way! How will we get there?
Materials

Down at the farm - Exploring the natural world

Year 1

Wooden Fairy Doors - measuring and joining

World restaurant - nutrition and cooking

Wheelbarrows - wheels and axles

Year 2

Kites

Working lighthouse with pulley

Textiles - recycling



Year 3

Structures - Wooden Pyramids

Textiles - fabric fridge magnets

Pneumatics

Year 5

Structures - Anglo-Saxons houses

Materials - Bridges

Cooking - Making bread

Year 4

Cooking - inventing our own chocolate bars

Linkages and Levers: making minibeasts!

Electrical systems - billboards

Year 6

Structures - Bridges

Electrical systems - air raid sirens

The Siver Challenge!