



We are Designers

At Woodlands, Design and Technology inspires children to think creatively and solve real-life problems through practical, hands-on learning. Pupils explore a range of tools, materials and techniques, making thoughtful choices to design and create high-quality products.

Intent

At Woodlands, we inspire children to think creatively, solve real-world problems and become confident designers and makers. Through a well-sequenced Design and Technology curriculum, pupils develop their creative, technical and practical skills by designing, making and evaluating a range of products. Children learn to use different tools, materials and techniques safely and effectively, while exploring the work of influential designers, inventors, chefs and engineers. We aim for all pupils to become resilient, independent learners who can take risks, learn from mistakes and continually improve their ideas and creations.

Implementation

At Woodlands, our Design and Technology curriculum is carefully planned to develop children's knowledge, skills and creativity through a clear sequence of learning. The curriculum is structured around the key areas of Design and Technology: structures, textiles, mechanisms and electrical systems, alongside food technology. Through engaging, hands-on projects, pupils develop the confidence to design, make, evaluate and improve products while building a strong understanding of how Design and Technology shapes the world around them.

Children take part in three Design and Technology projects each year, allowing them to revisit and build upon previously taught knowledge and skills. Lessons follow a carefully sequenced approach in which each unit builds on prior learning while introducing new technical vocabulary, concepts and practical techniques. This ensures that pupils make steady progress and develop increasing independence as they move through the school.

Each project is centred around the design process, enabling children to experience the full journey from an initial idea to a finished product. Learning begins with Discover, where pupils explore existing products, research designers and investigate how products meet a particular need or purpose. In Define, children identify the design challenge, create a task brief and begin to generate and communicate their own ideas. During Develop, pupils investigate materials, practise key skills and test techniques before moving on to Deliver, where they plan, create, modify and manufacture their final product. Finally, in Evolve, children evaluate both their product and the design process, reflecting on successes and identifying ways they could improve their work in the future.

This structured approach ensures progression, coherence and challenge across all year groups. By encouraging creativity, critical thinking and problem-solving, our Design and Technology curriculum equips children with the skills, resilience and confidence needed to become innovative thinkers and successful designers of the future.

Impact

Children leave Woodlands as enthusiastic and confident designers and makers who enjoy creating purposeful products and explaining their ideas using technical vocabulary. Throughout their time in school, they develop a strong progression of knowledge and practical skills, enabling them to work independently and solve real-world problems creatively. They learn to test, adapt and improve their ideas with resilience, producing high-quality outcomes while developing the creativity, critical thinking and problem-solving skills needed for future learning. Progress and attainment are monitored through pupil voice, learning walks, teacher assessment and our whole-school CRIB sheet approach.