

Design and Technology Big Ideas (Key Concepts)

There are a number of key concepts which underpin the study of design and technology. Pupils need to understand these concepts in order to deepen and broaden their knowledge and understanding.

Design and technology is an inspiring, rigorous and practical subject. 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. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

KC1	Design and develop	Children will design and develop products and prototypes that solve problems
KC2	Take risks	Children will take risks and be resourceful and innovative
KC3	Evaluate, critique and test	Children will evaluate, critique and test their ideas and those of others
KC4	Use technical knowledge	Children will develop creative, technical knowledge
KC5	Food and nutrition	Children will understand and apply the principles of nutrition and learn how to cook