

Cavendish Close Infant and Nursery School

**Our STAR Curriculum for Design and Technology**

Early Years Foundation Stage: Specific Area of Learning: Expressive Arts and Design

**Our Intent for Design and Technology**

At Cavendish Close Infant and Nursery School, our children will develop as Designers and Engineers in a range of learning experiences that are underpinned by our key intentions for learning in Design and Technology.

Our intention is for our children to:

- 1 Master our 10 **Learning Values**.
- 2 Use **creativity and imagination** to make design decisions using problem-solving skills; making something for someone for some purpose, enabling them to explore and play with a wide range of media and materials.
- 3 Make **cross curricula links** - draw on STEAM disciplines such as, science, engineering, computing, art and mathematics.
- 4 Acquire a broad range of subject knowledge, learning how to take risks, becoming **resourceful, innovative, enterprising and capable citizens**.
- 5 **Develop a critical understanding and practical expertise** of Design and Technology's impact on daily life and the wider world and learn about the work of a range of designers describing the difference/ similarity between different practises and making links to their own work.
- 6 Build and apply skills in **designing, making, evaluating**.
- 7 Experience all the essential DT elements: **mechanisms, structures, food technology, and textiles**.
- 8 Design and make **authentic products with functionality and purpose using a range of materials**.
- 9 Have opportunities to research, explore and work in a range of relevant contexts including the local community, industry, and the wider environment, to develop the ability to **understand and interpret** the world around them.
- 10 Build **knowledge** as set out in our Design and Technology Curriculum.
- 11 Build **vocabulary** as set out in our Design and Technology Curriculum.
- 12 Use our **enabling environment** to support our Art and Design Curriculum. This includes:  
→ 'Creative Workshops' and 'Technology Zones' in classrooms
- 13 Enjoy **reading high quality books** to support learning in Design and Technology.