

Design and Technology at The Vines

Intent

At The Vine Schools, our design and technology curriculum develops creative, practical and reflective learners who can solve real-world problems through purposeful design.

Children learn to design, make and evaluate products, developing both creativity and technical understanding.

- Confidence in designing and making
- Understanding of the design process
- Use of tools and materials safely
- Ability to evaluate and improve work
- Creativity and problem-solving skills

Implementation

We use Cornerstones as the foundation for our design and technology curriculum, ensuring a structured and progressive approach.

Learning is carefully sequenced and revisited through retrieval practice, enabling children to build knowledge over time.

Units follow a clear design process: research, design, make and evaluate.

- Mechanisms and mechanical systems
- Structures
- Textiles
- Food and nutrition
- Electrical systems

Children use tools and materials safely and evaluate their work to improve outcomes.

Early Years

Children explore materials and begin to design and make through play and structured activities.

Key Stage 1

Children design and make simple products, developing basic skills and understanding of purpose and user.

Key Stage 2

Children develop independence, create more complex products and refine their ideas through evaluation.

Impact

Children leave The Vine Schools as confident, creative and capable designers.

- Apply the design process independently
- Create purposeful products
- Use tools effectively
- Evaluate and improve work
- Understand real-world applications

Children demonstrate resilience, creativity and confidence in problem-solving.