

Design & Technology

Being the best we can be; committed to making in a difference
EXPERIMENT. REFINE. LEARN. REPEAT.

INTENT - Purpose of Study

Being able to practically apply knowledge and understanding is at the heart of our Design & Technology curriculum. Children will be taught how to plan, build and evaluate projects that use knowledge and understanding from across the curriculum, including but not limited to, computing, maths, science and english. Children will be empowered to use tools safely; choose and manipulate materials with discernment; and aspire to complete their projects to a high standard.

Throughout the process, from planning through to evaluation, children will be challenged to problem solve and innovate, finding solutions by trial and error, review and application of knowledge.

Implementation

Our planning is designed to provide a spiral development of understanding of skills and concepts as children progress through the school. Each session is designed to grab attention, support and empower children to succeed and provide opportunity for reflection and evaluation.

The teaching of Design & Technology is practiced through 5 overarching themes: structures, mechanisms, electrical systems, cooking and nutrition and textiles. Where possible children will be encouraged to think about recycling and upcycling materials that would otherwise be considered waste.

Children will experience using a range of tools appropriate to their age and stage of development.

In KS1, planning, creating and evaluating work is, for the most part, carried out practically. Photos and videos of children's work is collected and children are encouraged to take their finished projects home.

In KS2 planning and evaluation are recorded either on paper in their Design & Technology books or digitally via Google Classroom.

Knowledge is built on year on year, revisiting and building on previous learning of vocabulary and concepts.

Impact

Children will create a final project for most units of work that can be assessed to gain insight into the impact of their learning. Knowledge Organisers are used to set expectations and support children to clarify their own thinking.

