



DESIGN AND TECHNOLOGY CURRICULUM

STATEMENT OF INTENT, IMPLEMENTATION AND IMPACT

INTENT

Our Design and Technology curriculum at St Chads C.E. (C) Primary School intends to develop children's academic and practical skills by encouraging them to solve problems based on initial exploration of designers and their products, leading to solving problems based on real life contexts. Design and Technology gives all children the opportunity to reflect on what they have learned through their practical exploration and then to use this knowledge to design and make their own product. It aims to encourage children to take risks, to develop new innovative designs and to be reflective learners by giving them opportunities to evaluate their own work, as well as the design and work of others within school and the wider world. Children are given time to test their own products and make adjustments which enable them to change their designs and improve their end product. By looking at the work of others and giving praise to celebrate success, and words of advice when products need further work, enable children to become evaluative learners.

IMPLEMENTATION

Our bespoke Design and Technology curriculum is designed by identifying the key skills, knowledge and understanding required by the National Curriculum, which is then planned to ensure that the skills are taught sequentially across the key stages and that new skills build on and develop the skills taught in previous year groups. At St Chad's, Design and Technology is planned in learning blocks within each termly topic, so that skills can be learnt and developed to a deeper level over a sustained period of study. Each topic is driven by an overall key question- which requires the children to reflect on their exploration of products and designs, so that they can apply their learning to their own designs and thus generate their own answers. Each stage of the process is initiated by a deep thinking question which encourages children to reflect on what they have learned and identify the next steps they need to take. The children are given opportunities to evaluate their own designs and products based on a clear set of criteria. All children are given the opportunity to engage in a wide range of D&T activities which actively encourage them to embrace the subject and develop a lifelong set of skills. Design and Technology is a practical subject in which children play with and explore a wide range products and designs. They use knowledge from this exploration to create their own designs and they then use a wide range of materials and tools to build their own products. Each of the topics are designed to be relevant, motivating and engaging for the children and inclusive of all groups of children and individuals across the school. Opportunities for evaluation throughout the topic enables children to look deeper into their learning and reflect on what they have designed and made and whether it has successfully met their own design criteria.

Assessment

Our bespoke assessment trackers focus on both the acquisition and depth of understanding of key Design and Technology skills. Assessment is carried out through a range of formative assessments which includes: pupil conferences, book scrutinies and pupil practical tasks. Assessment then informs planning, identifying any gaps in knowledge or skills, ensuring that our children have every opportunity to develop as inquisitive designers and technologists.

IMPACT

Our Design and Technology curriculum enables and encourages our children to become critical thinkers. They look at existing designs to analyse and assess its effectiveness and then they consider ways of redesigning and reconstructing it to improve its overall success. Through DT our children learn to take risks, become resourceful, innovative and enterprising individuals. Children learn to be passionate and excited by the designing and making of products including working with, preparing and tasting food. Learning is assessed through the analysis of the pupil's ability to evaluate, design, make and improve their own work.