

Design & Technology – Intent, implementation and Impact

Intent:

Design and Technology is an inspiring, rigorous and practical subject. At Kingskerswell C of E Primary School, our aim is to develop both new and existing skills, enabling children to research, design, make and evaluate products. This is best achieved in a variety of contexts that are meaningful to children, allowing them to consider their own and others' needs, wants and values. As Design and Technology is a cross-curricular subject, it requires a broad range of knowledge and understanding. We aim to link learning to key disciplines such as mathematics, science, engineering, computing, history and art. Pupils will learn to be resourceful, enterprising, innovative, practical and take risks, whilst also improving their imagination and creativity. We often plan Design and Technology learning to involve group work, with the aim of developing the children's ability to work as a team and communicate ideas in multiple ways. Throughout the children's journey from EYFS to KS2, we will strive to deliver high quality teaching in Design and Technology to provide the children with the essential skills to facilitate daily life and help shape the world and their future.

The national curriculum for design and technology aims to ensure that all pupils:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.
- Critique, evaluate and test their ideas and products and the work of others.
- Understand and apply the principles of nutrition and learn how to cook.

Implementation:

At Kingskerswell C of E Primary School we will implement high quality teaching and learning in Design and Technology by:

- Adopting the curriculum by considering progression across year groups in all areas of Design and Technology (textiles, mechanisms, structures, food and electrical systems).
- Teachers can use PPA time to plan, resource and prepare enriching Design and Technology projects/lessons.
- Teachers will have an in-depth knowledge of topics to ensure that they are reflective of projects and skills built upon by each year group.
- Lesson activities will be monitored and reviewed by the subject leader via curriculum maps and progression of skills document.
- Design and Technology lessons will take place a minimum of once a term.
- Design and Technology learning will have a clear skills-based focus and learning objective.
- Design and Technology work will be evidence in folders and projects/photographs displayed to celebrate achievements.
- All projects from EYFS to Year 6 will address the principles of designing, making and evaluating products as well as incorporating relevant technical knowledge and vocabulary.
- Children will be introduced to a range of designers, chefs, etc. to develop an appreciation of human development, creativity and achievement.

Impact:

By implementing the above, Kingskerswell C of E Primary School pupils will have regular opportunities to develop both new and existing skills in Design and Technology within every year group. Children will experience enhanced and widened knowledge through meaningful cross-curricular links and be equipped with key knowledge and skills to continue studying in Key Stage 3 and beyond.

Pupil's skills and knowledge will be assessed by the class teacher, through lessons, written evidence and products created termly. This informs the Design and Technology subject leader of any areas in need of further curriculum development or focus. Age Related Expectations (ARE) will be achieved in Design and Technology by the majority of children,