

DESIGN AND TECHNOLOGY on a page

Intent:

Design and Technology encourages children to develop skills and knowledge in design, structures, mechanisms, electrical control and a range of materials, including food. It encourages children's creativity and inspires them to think about important issues.

The Curriculum in Subject:

- DT units of work are to include all 5 stages of the design process - Research/Focused Tasks/Design/Make/Evaluate
- All units, where appropriate, link to whole school unit theme- including famous designers and inventors.
- All units need to follow the DT progression of skills for their appropriate key stage phase
- Every unit needs to equal up to 6 hours of our curriculum, each term.
- Each year group must include one cooking (food and nutrition) project - this could link to curriculum/English/science/Maths/wellbeing.
- Health and Safety skills need to be taught where necessary



Focus Actions for 22/23

1. More evidence of planning stage.
2. Introduce computer-aided design.
3. Add another example of circuits.

What approaches to Teaching and Learning do we use?

- Research elements to include concrete resources where possible
- All projects to include focused tasks before the design process - this needs to be practical
- All projects need to be recorded -age appropriate- onto a design sheet (A3)
- Children must get to use the appropriate tools where necessary and be taught how to use them correctly - saws/hammers/sawing bench/clamps/sewing machine/ hob/knife etc.

What enrichment opportunities do we provide?

- TED/50 things (50 things promoted at home too)
- Golden Time activities
- After school clubs
- Star Assembly to reward children who excel at various stages of the design process
- Themed STEAM weeks
- Whole school competition

Key Resources in school:

- STEAM themed projects - planning and resources provided.
- wood work bench
- kitchen access
- equipment including two sewing machines

How do we evaluate the **impact** of Teaching and Learning?

- Pupil voice
- Book looks and learning walks
- Final outcomes on display
- Website/class pages

SEN Provision:

To ensure our Design and Technology curriculum is accessible to all learners, we use a range of strategies for teaching and learning. Resources are organised with visual markers to help identifying. Children can complete planning using digital resources or visual representations according to individual need. Pictorial and visual guidance can be used to support children when using new equipment and following a series of instructions.