



Design Technology Curriculum Offer

Intent

It is our intention that our Design Technology curriculum ensures that the National Curriculum requirements are not only met, but children receive a broad and rich learning experience. As stated in the National Curriculum, Design Technology is an inspiring, practical and rigorous subject where pupils learn to take risks and become resourceful, innovative, enterprising and capable citizens. It is our vision to equip our pupils with key skills, knowledge, understanding and vocabulary to enable them to explore, design and make high quality purposeful products within a variety of contexts. We aim to meet children's needs and interests through creative and motivating projects across our topics. Our curriculum drivers are Communication, Creativity, Celebrating Difference and Kindness to Others and Ourselves, these are planned for throughout the curriculum.

Design Technology and our school drivers:

Communication: Children develop projects both as individuals and as part of a team. They learn how to communicate their designs in different ways e.g. through discussion, drawing, ICT etc. Children are also taught specific vocabulary to enable them to reason and explain their understanding within design technology.

Creativity: Children learn to creatively solve problems by applying their skills in a variety of different ways. They learn how to adapt their ideas and use a variety of materials and tools accurately.

Celebrating Difference: Children explore existing products from a range of designers. They create products based on success criteria for a variety of users with different needs and requirements.

Kindness to Others and Ourselves: Children learn about how to keep themselves and each other safe. They learn how to use tools with increasing control and how to work hygienically. Children will be encouraged to give each other feedback and occasionally collaborate on projects.

We aim to provide our pupils with a rich and broad cultural capital. It is our aim for children to build upon skills and knowledge gained from foundation stage through to year 2 via termly Design Technology projects. We are careful to ensure that the statutory entitlement is met through careful planning across the year.



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We will plan the contents of the Design Technology curriculum and resource accordingly to meet the needs of all children providing pupils with the skills and knowledge to fulfil their potential.

We aim to enrich the children's learning by offering them first hand experiences. We make design technology learning explicit so the children are aware when they are being designers, using the associated vocabulary and skills.

Implement

At Westdale we believe that nothing has been learnt until it is in your long term memory. We provide children with Design Technology lessons that enable pupils to revisit previous skills and build upon their knowledge and understanding. Sticky knowledge is planned for each topic and key elements of this will be revisited to ensure that they build up a useful knowledge base. Key questions are used to lead topics and engage active learning and challenge. Sequences of lessons are planned using progression mapping within and across year groups from EYFS through to year 2 ensuring progression for all. This is all collated onto our topic trails.

Planning

Sequences of lessons are planned for using progression mapping within and across year groups to ensure that each child will experience projects on food technology, structures, mechanisms and textiles. All children Design, Make and Evaluate projects in each year group. Our Design Technology coverage equips children with sticky knowledge and key skills. There are also opportunities for cross-curricular DT for example in Year 2 History they create a trebuchet and a castle toy for the foundation children to play with. Teachers carefully plan these links to ensure they are meaningful.

Key Vocabulary on our progression overview for each year group, helps our children to broaden their subject specific terminology giving them the confidence to articulate their opinions and explain their thinking about Design Technology.



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Impact

The impact of our Design Technology offer is measured through our monitoring cycle. This includes learning walks, pupil voice, planning scrutiny, curriculum reviews and end of year assessments. Once reviewed the DT Lead formulates an action plan for improvement, discussed with the curriculum leader.

We assess and track Design Technology against key knowledge and skills in each year group, ensuring children maintain a good knowledge, skills and understanding. In assessment we are looking for children who demonstrate a sound grasp of the key knowledge and skills throughout the year, such as

- The ability to articulate and explain what Design & Technology is.
- The ability to demonstrate significant levels of originality and willingness to take creative risks to produce innovative ideas and prototypes.
- An excellent attitude to learning and independent working.
- The ability to use time effectively and work constructively and productively with others.
- The ability to carry out research, show initiative and ask questions to develop an exceptionally detailed knowledge of user's needs.
- The ability to act as responsible designers and makers, working ethically, using finite materials carefully and working safely.
- A thorough knowledge of which tools, equipment and materials to use to make their products.
- The ability to apply knowledge in Maths and English.
- The ability to manage risks exceptionally well to manufacture products safely and hygienically.
- A passion for the subject and knowledge of, up-to-date technological innovations in materials, products and systems.