

Technology Curriculum Statement

Curriculum Intent

Design and Technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation. (The National Curriculum 2014)

In line with the National Curriculum Objectives for Design and Technology, our intent is 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 how to cook.

Curriculum Implementation

Through a variety of creative and practical activities over a rolling two year cycle, we teach the knowledge, understanding and skills needed to engage in the process of designing and making. Whilst planning is guided by the DT Association 'Projects on a Page' schemes of work, this is adapted to the particular needs and requirements of our children ensuring the National Curriculum is followed. Key skills and knowledge for DT have been mapped across the school to ensure clear progression through the year groups. Key concepts and technical vocabulary are also included in planning which follows an overall design, make, evaluate structure. Encouraging the use of technical vocabulary during discussion opportunities links directly into our whole school focus on improving oracy skills. Design and technology lessons can also be taught as a block so that children's learning is better focused throughout each unit of work. Units on nutrition are taught ensuring that children have a growing understanding of where food comes from, its seasonality and the need for a healthy and varied diet.

Impact

The impact of the teaching of Design and Technology is assessed in a number of ways. Formal assessment by book trawls and marking of children's work is used alongside more informal child interviews and photographic and video evidence. Careful questioning and planning for child led discussions are some of the other methods of measuring impact. At the end of the two year cycle, the

children will have experience of; • How to follow the design, make, evaluate process to meet a goal • Solving real life practical problems using innovation and creativity, both as an individual and as part of a group • Choosing from and using a growing range of tools and materials • Using and understanding richer technical vocabulary associated with DT • Preparing a range of healthy, varied and nutritious dishes.