Design and Technology

Aims and purpose

Our aim in Design and Technology is to prepare children to deal with the rapidly changing world. We encourage children to become independent, creative problem solvers and thinkers as individuals and part of a team. This enables them to identify needs and opportunities and to respond to them by developing a range of ideas and by making products and systems. They are given opportunities to combine practical skills with an understanding of aesthetic, social and environmental issues. This allows them to reflect on and evaluate past and present technology, it's uses and impacts. We aim to, wherever possible, link learning to other subject areas such as maths, science, engineering, computing and art.

Teaching, learning and planning

Pupils are taught a progression of skills and within each school year pupil's will use these skills to design, make and evaluate products connected with individual class topics. This serves well for our vertically grouped classes, as each year, due to our two year rolling plan, topics change and therefore new materials and different tools are used for an exciting and engaging new purpose. This ensures complete coverage of the National Curriculum and a context for the children's learning in Design and Technology. We recognise the importance of learning about real life structures and the purpose of specific examples, as well as developing their skills throughout the programme of study. Design and technology lessons are taught as a block so that children's learning is focused throughout each unit of work. Our planning also includes a focus on Cooking and Nutrition each year, to instil a love of cooking and learning an incredibly important life skill.

Key objectives within the Design Technology Curriculum based on the National Curriculum guidance :

- Products are to be made for a purpose.
- Individuality should be ensured in children's design and construction of products.
- Delivery of the two strands: Designing and Making and Cooking and Nutrition.
- More emphasis to be given on creating 'innovative' products in KS2.
- Teaching the importance of making on-going changes and improvements during making stages.
- Looking into seasonality of ingredients and how they are grown, caught or reared.
- The introduction of computing and coding of products in KS2.
- Researching key events and individual designers in the History of Technology in KS2.

Assessment

Assessment of children's learning in Design Technology is an ongoing monitoring of children's understanding, knowledge and skills by the class teacher, throughout lessons. This assessment is then used to inform differentiation, support and challenge required by the children.
Summative assessment is conducted termly by class teachers across each class/year group of the school to inform the subject leader of progress or skills and knowledge still to be embedded.
Design Technology is also monitored by the subject leader throughout the year in the form of peer learning, work sampling and discussion with both staff and pupils.
Children learn how to take risks, become more 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.