



## **DT Curriculum Offer**

### **Intent:**

It is our intention that our Design & Technology curriculum is driven through our curriculum aims and school vision, 'to create a school environment where children learn and grow together to reach their full potential' and through our school leaf values of kindness, curiosity, respect, aspiration and resilience; and the National Curriculum.

It is our intention that our Design & Technology curriculum offer is uniquely tailored to the needs of our pupils. Our aim is to deliver Design & Technology through lessons that are meaningful and in context with children's learning and interests. We intend to provide opportunities to discover how Design & Technology has met the needs and wants of consumers in the past and today and to consider those of the future.

It is our intention to provide children the opportunity to see Design & Technology out in the world and see how the subject is all around us. We aim to create opportunities for children to meet and interact with people from the wider community. This may include people in roles such as engineers, chefs and interior designers. By creating these opportunities, we aim for our children to see potential career possibilities surrounding Design & Technology.

We intend to provide opportunity to appreciate the diverse and changing needs and wants within society. We intend to inspire children to be innovative and creative thinkers who appreciate and understand the product design cycle from the initial ideas to creating the product then evaluating it. We want pupils to have the confidence to take risks through their designing, modelling, testing and evaluating of their products and the products of others.

The curriculum intent is to build and revisit skills and knowledge in Design & Technology. The design of our curriculum intends to cover the breadth of learning set out in the National Curriculum which incorporates: cooking & nutrition, textiles, mechanisms, structures, electrical systems and the digital world.

Within Design & Technology, our intention is to draw on knowledge from other areas of learning including Maths, English and Computing and to provide a meaningful context in which to embed and apply cross curricular skills.

The Design & Technology curriculum intends to equip children the confidence, attitudes, skills and knowledge to become successful, reflective designers and makers of products within the classroom and as future successful, innovative and enterprising citizens.

### **Implementation:**

At Lawrence View, a Design & Technology project is completed once every half term. It encompasses the three main stages of the design process: design, make and evaluate which is underpinned by technical knowledge. Cooking and Nutrition has a separate section which focuses on the skills and techniques in food as well as the origin of food, diet and seasonality. These skills are taught within each year group. This spiral curriculum allows the key areas to be

revisited again and again with increasing complexity, allowing pupils to revisit and build on their previous learning ensuring the targets are secured by the end of each key stage.

These skills are developed in six key areas: mechanisms, structures, textiles, cooking and nutrition, electrical systems (KS2) and digital world (KS2). Each area follows the design, make, evaluate process.

Lessons incorporate a range of teaching strategies from independent tasks, paired and group work including practical hands-on, computer-based and inventive tasks. This variety means lessons are engaging and accessible to all as each lesson can be differentiated to meet the needs of the pupils within each class. Knowledge organisers are used for each project to support children in building a foundation of factual knowledge by encouraging recall of key facts and vocabulary.

We recognise that strong subject knowledge is vital for staff to deliver a highly effective and robust Design & Technology curriculum therefore staff have videos to watch before each stage for each project through Kapow. Design & Technology may also have creative links with other subjects including History, Art & Design, Music and supports the development of skills in Reading, Computing, Maths and Science. The projects add depth and rigour to learning and impact on the acquisition of cultural capital through enrichment opportunities including studies of inventors, educational trips out and visitors into school.

#### **Impact:**

The impact of our Design and Technology offer is measured through our comprehensive monitoring cycle, which includes learning walks, governor involvement and pupil voice. Upon review, the subject leader will formulate an action plan for improvement.

The intended impact of our Design & Technology curriculum offer is outlined below:

- Children can articulate and explain what Design & Technology is.
- Children understand the functional and aesthetic properties of materials and resources.
- Children understand how to use and combine tools to carry out different processes for shaping, decorating and manufacturing products.
- Children can build and apply a set of skills, knowledge and understanding to produce high quality, innovative products that meet the criteria and fulfil the needs of the users.
- Children can understand and apply the principles of healthy eating, diets and recipes, including key processes, food groups and cooking equipment.
- Children can appreciate individuals, inventions and events in history that have had an impact on our world today.
- Children can self-evaluate and reflect on learning to identify areas to improve.
- Children have an excellent attitude to learning as well as independent and group work.
- Children have the ability to apply knowledge from other subjects to Design and Technology.
- Children have a passion for the subject and knowledge of, up-to-date technological innovations in materials, products and systems.