

Design and Technology Curriculum

Intent

At Fressingfield C of E Primary School we aim to provide all children with a broad and balanced curriculum which prepares them for life beyond primary education. We provide children with a real life context for learning which we believe can contribute to the quality of our children's lives, both within and beyond school.

In our Design and Technology lessons we encourage children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. At our school Design and Technology curriculum combines skills, knowledge, concepts and values to enable children to tackle real problems. It can improve analysis, problem solving, practical capability and evaluation skills. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. The children are encouraged to become innovators and risk-takers. We aim to develop the children's use and understanding of technical vocabulary associated with this subject. This is so that the children can articulate the skills that they have applied, the equipment that they have used and describe the material/s and features of the product that they have made.

"Design is not just what it looks like and feels like. Design is how it works." -- Steve Jobs, co-founder of Apple, Inc.

"You can't use up creativity. The more you use, the more you have." -- Maya Angelou, author and poet.

Implementation

The teaching of Design Technology across the school follows the National Curriculum through the use of Nuffield Primary Design and Technology program. Children design products with a purpose in mind and an intended user of the products. Pupils design and make products that solve real and relevant problems within a variety of contexts. They are taught to evaluate their products against a design criteria and use technical knowledge and vocabulary learnt in Design and Technology lessons.

Food technology is implemented across the school with children developing an understanding of where food comes from, the importance of a varied and healthy diet and how to prepare food safely and hygienically. They explore the ingredients used, nutritional values and packaging; write a specification for food product that meets the identified preferences of a particular person and make a serving to that specification.

Design and Technology is cross - curricular and draws upon subject knowledge and skills within Mathematics, Science, History, Computing and Art. Children learn to take risks, be reflective, innovative and resilient. Through the evaluation of past and present technology they can reflect upon the impact of Design Technology on everyday life and the wider world.

Impact

DT assessment is ongoing to inform teachers with their planning, lesson activities and differentiation. Summative assessment is completed at the end of each unit to inform leaders of the improvements or skills that still need to be embedded. DT is monitored

throughout all year groups using a variety of strategies such as lesson observations and pupil interviews.