Design & Technology

Intent:

At Yenton Primary, we believe that high-quality D&T lessons inspire children to want to think and talk like designers, understand the role of D&T in the wider world and use their imagination to design and make products that solve real and relevant problems within a variety of contexts.

We have a bespoke progressive, skills based D&T curriculum which develops learning and results in the acquisition of knowledge and skills. Children will know more, remember more and understand more.

Our D&T curriculum is underpinned by appropriate subject knowledge, skills and understanding as set out in the National Curriculum Design Technology Programmes of study, to fulfil the duties of the National Curriculum and to prepare them for the opportunities, responsibilities and experiences of later life. This is supported by our bespoke topic curriculum in order to provide a holistic view of learning, providing children with many experiential opportunities and help children make links between newfound learning and prior learning.

At Yenton, we aim to provide our pupils with certain skills that are woven into each key stage but are progressive throughout their education so that they are able to use their previously learnt knowledge and skills to reflect and to create increasingly more intricate and challenging products. We aim to ensure 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 products that have a clear purpose.
- Critique, evaluate and test their ideas and products.
- Learn how to cook simple dishes safely and hygienically.

Implementation:

The Design Technology National Curriculum is planned for and covered in full within the KS1 and KS2 school curriculum. Whilst our bespoke topic scheme forms the foundation of our curriculum, we make sure that children learn additional skills, knowledge and understanding and enhance our curriculum as and when necessary. The promotion of a language rich D&T curriculum is essential to the successful acquisition of knowledge and understanding in D&T.

In D&T children are asked to solve problems and develop their learning independently. This allows the children to have ownership over their curriculum and lead their own learning in D&T. This is further supported through homework topic projects.

English, Maths and Computer skills are taught during discrete lessons but are revisited through D&T topics so children can apply and embed the skills they have learnt in a purposeful context. We enhance our D&T curriculum through external visits, visitors and involvement in community activities to provide first-hand experiences for the children to support and develop their learning. These are clearly linked to the D&T skills and knowledge to be acquired and provides the opportunity for children to better understand the knowledge, learn new skills or apply their skills in different contexts.

Impact:

The impact is the knowledge and skills that children remember in their long term memory. We aim that all children will achieve age related expectations in D&T and as designers, children will develop skills and attributes they can use beyond school and into adulthood.

We measure the impact of our D&T curriculum through the following methods:
- Retrieval questions at the start of every lesson to assess prior learning (linking key vocabulary)
- Celebration of learning through a range of activities i.e presentations of products
- Pupil voice – focusing on children articulating their learning
- evidence scrutiny
- Marking of completed work