

Design Technology Curriculum Intent

Implementation

Our curriculum will provide learning opportunities to explicitly teach subject specific, fundamental skills and knowledge. Pupils will develop creative, technical and practical expertise that they can apply in DT lessons and that will equip them for adulthood. The skills and knowledge taught each year will be built upon to ensure it is progressive. Pupils will have opportunities to be creative, innovative and imaginative.

Our curriculum will include a balance in focus and time dedicated to the design process and the outcome of each unit. Pupils will consistently follow the design process in order to effectively research, design, make, evaluate and improve what they produce. The children will study key inventors, designers and architects and develop an understanding of inventions within historical timelines, which will inspire the methods we use and final outcomes produced.

The children will develop their skills in the three main areas of the design and technology curriculum: materials/structures, mechanisms and cooking and nutrition. Pupils will get the opportunity to develop their skillset using different tools and work with different materials.

In key stages 1 and 2 the curriculum for DT is divided into yearly cycles, that will be delivered one half term of every term. Each year group will cover the three main areas of DT in their yearly cycle. In the EYFS, the applicable 'expressive arts and design' and 'physical development' curriculum aims have been broken down into foundation stage 1 and 2 specific objectives to be covered by teachers through direct teaching and their enhanced provision.

In DT an individual sketch book (in KS1 & 2) will evidence a clear progression of skills throughout the key stages and the design process will be followed and built upon as the children progress through the school. This will teach and inspire the children to practise and develop their ideas and skills within their sketch book, which will enable their progress and success to be evidenced and shared. Learning end points will be clear for pupils and they will be able to see how what they are learning builds on their prior learning and how it will evolve during their time at Havannah.

Intent

At Havannah Primary School our intention within the Design and Technology (DT) curriculum, is to develop within our pupils a deep sense of enjoyment, appreciation and love of design and technology. Our intention is for all pupils to acquire knowledge and skills that will enable them to problem solve, become resourceful, innovative and enterprising. We intent to make strong links to other subject areas, including history, art and mathematics to enhance pupils learning.

Impact

The outcomes in DT will be presented in individual sketch books, which will demonstrate our broad and balanced curriculum, that offers pupils a variety of creative opportunities, investigating significant inventors/designers/architects. The final outcome will demonstrate the children's understanding of the design process (research, design, make, evaluate and improve).

Pupils will have acquired transferable skills, for example problem solving that they can then apply in DT and other contexts.

Pupils review and practise their skills throughout each unit, demonstrating and recalling their developing skill and knowledge base within their sketch book and through dialogue with peers and teachers. The skills and knowledge they acquire will be used throughout their school career and will provide them with cultural capital, giving them best possible start in life.

Enrichment

A variety of experiences will ensure the children have access to an enriched curriculum to further enhance the progression of their skills and develop an appreciation of inventors/architects/designers.

- Outdoor learning
- Links with local secondary schools
- Curriculum visits and in school visitors