



Kidmore End CE Primary School

Design Technology Curriculum 2022 -2023

Intent

At Kidmore End CE Primary school we intend to build a Design Technology curriculum which develops children's learning, both academically and practically, helping them to acquire the necessary skills and knowledge to enable them to achieve. We aim to develop these skills by providing children with the opportunity to research and represent their ideas, explore and design their ideas, make their products and evaluate their work. Through this, children will develop their motivation, skills, vocabulary and resilience

Furthermore, at our school we believe in the high-quality teaching of DT lessons to inspire children to be problem solvers, allowing them to think independently and innovatively, as well as helping them to develop their creative, procedural and technical understanding.

Implementation

As of January 2022, the school has been following the units of work from the Cornerstones Curriculum. This is a clear and comprehensive scheme of work that is in line with the National Curriculum. The curriculum is designed with a focus on improving key design and technology skills. Hence, our lessons are planned to ensure skills are taught sequentially across the key stages, building upon skills taught in previous year groups as well as developing new skills. Each term, a new topic is introduced to enable children to develop their skills to a deeper level over a sustained period of learning, following the design process; research, design, make and evaluate. Moreover, clear and appropriate cross-curricular links in multi areas across the curriculum enable children with opportunities to develop their skills and apply them in a purposeful context.

Children will also be taught to be aware of health and safety issues related to the tasks undertaken, providing a real-life context to the learning. During DT lessons, children may well be asked to work independently to solve problems and develop their skills. This enables children to take ownership of their learning in Design Technology and become more resourceful and motivated learners. In addition, children may well be asked to work as part of a team to help support one another towards achieving a challenging, yet rewarding goal.

Impact

Our Design and Technology curriculum enables and encourages our children to not only be problem solvers but reflective learners. During our lessons, children learn to look at their designs to analyse and assess their effectiveness and then consider how they might then redesign or reconstruct them to improve their overall success.

Moreover, our children are encouraged to be independent learners and take risks for themselves, encouraging them to become resourceful and innovative individuals. Also, the use of a wide range of mediums, including working with materials or preparing and tasting food, enables children to learn a wide range of key skills but also encourages them to be excited by the process of designing and making a product. Finally, learning throughout school is assessed by analysing a child's ability to evaluate, design, make and improve their work.