



Design and Technology

Intent

Design and Technology is an inspiring, rigorous and practical subject. At Kingskerswell C of E Primary School our aim is to develop new and existing skills enabling pupils to design and make products that solve real and relevant world problems. This will be achieved in a variety of contexts, considering their own and others' needs, wants and values. As Design and Technology is a cross curricular subject, it requires a broad range of knowledge and understanding. We aim to link learning to key disciplines such as mathematics, science, engineering, computing and art. Pupils will learn to be resourceful, enterprising, innovative, practical and take risks, whilst also improving their imagination and creativity. We often plan Design and Technology learning to involve group work, with the aim of developing the children's ability to work as a team and communicate ideas in multiple ways. Throughout the children's journey from KS1 to KS2, we will strive to deliver high quality teaching in Design and Technology to provide the children with the essential skills to facilitate daily life and help shape the world.

The national curriculum for design and technology aims 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 high-quality prototypes and products for a wide range of users.
- critique, evaluate and test their ideas and products and the work of others.
- understand and apply the principles of nutrition and learn how to cook.

Implementation

At Kingskerswell C of E Primary School we will implement high quality teaching and learning in Design and Technology by:

- Adopting the Age Related Expectations (ARE) in Design and Technology to ensure lessons are planned accordingly.
- Teachers can use PPA time to plan and prepare Design and Technology lessons.
- Teachers will research topics to ensure that they are reflective of real and relevant world problems and that skills are built upon throughout each year group.
- Lesson activities will be reviewed by the subject lead via the curriculum maps.
- Design and Technology lessons must take place a minimum of once a term.
- Work to be evidenced and displayed to celebrate achievements.
- A review of Design and Technology learning to be evidenced in learning journals via class teacher.

Impact

By implementing the above, Kingskerswell C of E Primary School pupils will:

- Develop new and existing skills in Design and Technology which will benefit them beyond school and into adulthood.
- Age Related Expectations (ARE) in Design and Technology will be achieved by the vast majority of pupils.
- To enhance and widen the pupil's knowledge in other disciplines where they are linked.