Design and Technology Rationale

Intent

At Wallop Primary School it is our intention to build a Design Technology curriculum which is inspiring, rigorous, and practical. It is our aim to equip children with the skills, knowledge and understanding to meet the needs of an increasingly technological world. We want children to develop their creativity and their critical thinking skills in Design Technology so that they are ready to access the KS3 curriculum and use their skills effectively outside of the classroom.

Through our D.T. curriculum, children will develop knowledge and skills to enable them to:

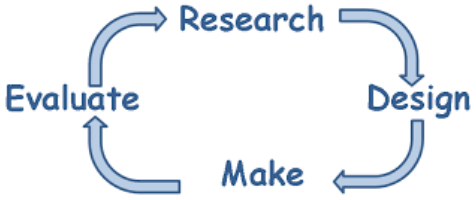
- Design and create a range of structures, mechanisms, textiles, electrical systems and food products
- Make a range of products using appropriate skills and techniques
- Reflect upon and evaluate past and present design technology, its uses and its effectiveness
- Critique, evaluate and test their ideas and products and the work of others
- Understand and apply the principles of nutrition and learn how to cook

Implementation

Discrete Lessons

Our Design and Technology curriculum is delivered in three of the six terms, alternating with Art. We follow the criteria set out in the National Curriculum when planning our schemes of work and links are often made to other curriculum subjects such as maths, art and science.

D.T. knowledge and skills are taught using the cycle below, enabling pupils to revisit and make improvements to elements of their product.



Working safely within D.T. is of high importance. HIAS risk assessment documents are used alongside dynamic teacher risk assessment to ensure safety is paramount.

D.T. lessons begin by reviewing prior learning to support children in their recall of the core knowledge for that unit. Scaffolds are provided to support children who require additional support to achieve the learning outcomes. Alongside this, extension tasks are provided with appropriate challenge and support to those children identified in prior assessment.

During lessons, teachers regularly check for understanding and modify their teaching as appropriate. After a lesson, teachers use this information alongside assessing children's independent tasks to plan for the next session. Throughout the unit, children are encouraged to reflect on their work and the work of their peers and make adjustments. Each unit concludes with children self-evaluating their work and identifying potential areas for further improvement.

EYFS

We encourage a child-led approach to expressive arts. As part of continuous provision, we provide a range of resources to support their curiosity and creativity. The main areas of focus from the Early Learning Goals are physical development and expressive arts and design.

Impact

At Wallop Primary School, our Design and Technology curriculum ensures that children leave with the confidence, creativity, and practical capability to design and make purposeful products. Pupils develop resilience and problem-solving skills through hands-on experiences, enabling them to think critically and adapt their ideas to overcome real-life challenges. They gain a solid understanding of how design and technology influence and shape the world around them, fostering an appreciation for innovation and sustainability.

Children will have learnt to:

- Design a product that is purposeful, functional and appealing to the specified audience
- Cut, join and finish a range of increasingly complex materials, including paper, fabric, wood and electrical components
- Investigate, evaluate and analyse a range of existing products and their own designs in line with a specified design criteria
- Work safely
- Choose appropriate tools and materials for the task

At Wallop Primary School, the impact of our DT curriculum will be evidenced through:

- School Internal Monitoring:
    - Learning walks and lesson observations
    - Book looks
    - Planning scrutiny
- Pupil Voice:
    - Pupil conferencing
    - Pupil surveys