



## COMMUNITY & LOCATION



## ADVENTURE & INTRIGUE



## NURTURING YOUNG MINDS



## MORAL VALUES & DIVERSITY



## SUBJECT = DESIGN & TECHNOLOGY

### INTENT

- To deliver high quality Design Technology education which will engage and inspire a love of designing and making.
- To embed Design Technology across the Academy using a progressive, inclusive and engaging curriculum, in line with academy drivers and Trust Mission, Vision and Values.
- To combine knowledge, skills, creativity and imagination that will allow children to tackle real life problems.
- To understand and apply the principles of nutrition and learn how to cook.
- To develop creative, technical and practical skills needed in the wider world.
- To encourage children to work both as individuals and as members of a team.

### IMPLEMENTATION

- We use Kapow Primary's Design and Technology scheme of work that supports the progression of knowledge and skills within the five strands of the National Curriculum.
- All children will be able to plan, make, critique, evaluate and test their ideas.
- Make links to the wider world wherever possible, through other curriculum areas such as mathematics, science, computing and art.
- Knowledge organisers will be utilised to support and track progression of knowledge across the academy.
- Class floor books will record evidence of pupil discussion (disciplinary knowledge), practical activities (design and make) and end points.
- A range of skills will be taught ensuring that children are aware of health and safety issues related to the tasks undertaken
- Independent learning: In Design Technology children may well be 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 Design Technology.
- Collaborative learning: In Design and Technology children may well be asked to work as part of a team learning to support and help one another towards a challenging, yet rewarding goal.

### IMPACT

- Pupils have the creative, technical and practical expertise needed to perform everyday tasks confidently.
- Pupils are able to participate successfully in an increasingly technological world.
- Pupils are able to clearly critique, evaluate and test their ideas and products and the work of others.
- Pupils are able to understand and talk about the principles of nutrition use basic cooking skills.
- As designers, children will develop the knowledge, skills and attributes that they can use beyond school and into adulthood.