

## 'Shine like stars' Philippians 2:15

*All of our curriculum is designed so all children have the opportunity to grow and develop the gifts that God has given to them and to know their value and worth in His world.*

### Design & Technology Vision Statement

"Design is a funny word. Some people think design means how it looks. But of course, if you look deeper, it's really how it works."

**Steve Jobs**

"Technology makes possibilities. Design makes solutions."

**John Maeda**

#### Intent

At Lowdham CofE Primary, we believe that D&T is an inspiring and practical subject, and prepares children to consider tomorrow's rapidly changing world. Using creativity and imagination, pupils design and make products drawing on skills from a range of other subjects including reading, mathematics, science, engineering, computing and art. Our children learn how to take risks through high-quality design and technology experiences. Children will be able to understand the principles of nutrition and know how to cook. Children will leave Lowdham being able to design, make and evaluate a range of products. Through the study of Design and Technology, pupils combine practical skills with an understanding of aesthetic, social and environmental issues, as well as functions and industry. This allows them to reflect on and evaluate past and present technology, its uses and impacts. We aim to raise the profile of STEM through well-chosen collaborations, exciting events and a rich DT curriculum in all year groups.

#### Implementation

Design and Technology is a crucial part of school life and learning, and it is for this reason that as a school we are dedicated to the teaching and delivery of a high-quality Design and Technology curriculum.

This is implemented through:

- A well thought-out, whole school, yearly overview of the DT curriculum, which allows for progression across year groups in all areas of DT (textiles, mechanisms, structures, food and electrical systems)
- Well planned and resourced projects providing children with a hands-on and enriching experience
- A range of skills taught, ensuring that children are aware of health and safety issues related to the tasks undertaken
- Teachers given ownership and flexibility to plan for Design and Technology, often teaching DT as a block of lessons to allow the time needed for the children to be critical, inventive and reflective of their work.
- Each project from Year 1 to Year 6 addressing the principles of designing, making, and evaluating and incorporating relevant technical knowledge and understanding in relevant contexts.
- Pupils introduced to specific designers, chefs, nutritionists, etc. helping to engender an appreciation of human creativity and achievement and an increase in the cultural capital from which they can draw in the future.

As a team, we promote Design and Technology in the wider school through substantial Forest School DT provision, after-school club activities, gardening and eco clubs, and strong links to the Lowdham Horticultural Society.

### **Early Years Foundation Stage**

During the EYFS, pupils explore and use a variety of media and materials through a combination of child initiated and adult directed activities. They have the opportunities to learn to:

- Use different media and materials to express their own ideas
- Use what they have learnt about media and materials in original ways, thinking about form, function and purpose
- Make plans and construct with a purpose in mind using a variety of resources
- Develop skills to use simple tools and techniques appropriately, effectively and safely
- Select appropriate resources for a product and adapt their work where necessary
- Cook and prepare food adhering to good health and hygiene routines

### **Impact**

Within Design and Technology, we aim to encourage children to become creative problem-solvers, both as individuals and as part of a team. Through the study of Design and Technology, children combine practical skills with an understanding of aesthetic, social and environmental issues, as well as of functions and industrial practices. This allows them to reflect on and evaluate present and past design and technology, its uses and its impact. Our Design and Technology curriculum is high quality, well thought-out and planned to demonstrate progression. We focus on progression of knowledge and skills, but discreet vocabulary progression also forms part of the units of work. We measure the impact of our curriculum through the following methods:

- Assessing children's understanding of topic linked vocabulary before and after the unit is taught
- Summative assessment of pupil discussions about their learning
- Images and videos of the children's practical learning; showcasing finished products
- Interviewing the pupils about their learning (pupil voice).
- Staff meetings where pupil's projects are discussed
- Regular input from coordinator
- Annual reporting of standards across the curriculum
- Profile of DT discussed post-DT competition