

The Design & Technology Curriculum

INTENT

Design and Technology is an inspiring, rigorous and practical subject. At Mark First & Pre-school CE Academy we aim to enable pupils to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values, using creativity and imagination. They will acquire a broad range of subject knowledge and draw on disciplines across the curriculum such as Maths, Science, Computing and Art. Our pupils will learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they will develop a critical understanding of its impact on daily life and the wider world.

We aim to plan high quality Design & Technology provision to meet the needs of all children, including those with SEND and those who are from disadvantaged backgrounds. We ensure teaching and learning is fully inclusive and reasonable adjustments are made to enable all children to access Quality First Teaching

In the Reception year, the Early Years Foundation Stage curriculum provides the basis for teaching and learning opportunities. Activities and practical experiences develop an understanding of the world.

Throughout Key Stage One and Key Stage Two, our Design & Technology teaching follows the National Curriculum guidelines. This includes:

- Developing the creative, technical and practical expertise needed to perform everyday tasks confidently and participating successfully in an increasingly technological world
- Building and applying a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- Critiquing, evaluating and testing their ideas and products and the work of others
- Understanding and applying the principles of nutrition and learn how to cook.
- Working safely and carefully

Through quality teaching, our aim is to provide a wealth of positive experiences to develop and nurture a love of design and technology in our children. Teachers encourage children to think and question the world and will adapt plans to investigate specific interests of the class, whilst linking with the National Curriculum objectives and ensuring progression. In all year groups, the teaching of Design and Technology is taught through creative termly topics.

The Art & Design curriculum is enriched through visits, visitors, workshops and themed weeks. This ensures experiences are meaningful, inspiring and fun.

IMPLEMENTATION



Foundation Stage

In Reception, Design and Technology forms part of the Expressive Arts and Design strand in the Early Years Foundation Stage or Reception. We provide our children with a wealth of early experiences to encourage them to ask questions about how things work, investigate and use a variety of construction kits, materials, tools and products. These experiences encourage children to make connections between one area of learning and another, and so extends their understanding. We enable children to explore and play with a wide range of media and materials, as well as providing opportunities and encouragement for sharing their thoughts, ideas and feelings.

Design and Technology is taught through both adult planned and child-initiated experiences. Thoughtful, skilled questioning encourages children to pursue lines of enquiry through free play.



Key Stage One



Our children are taught to design, make, evaluate and begin to apply their growing technical knowledge of different processes to different projects in a varied range of contexts (the home and school, gardens and playgrounds, the local community, industry and the wider environment). As part of our Design and Technology curriculum, children begin to use the basic principles of a healthy and varied diet to prepare dishes and are taught to understand where food comes from.

Design and Technology will be taught in different ways; in a regular weekly lesson or, where appropriate, through a longer 'blocked' period within the timetable.



Our Design & Technology plans are topic based and progressive which enable teachers to adjust plans to meet the needs and interests of individuals or groups of children. Units of work are selected and planned to ensure a broad balance of materials, skills, knowledge and understanding and progression throughout each key stage. Design and technology activities are supported by focused practical tasks and work involving high quality primary and secondary resources.



Key Stage Two

The children are provided with opportunities to further improve and extend their mastery of the design and make process and broaden their technical knowledge in a variety of appropriate contexts. We also teach children to understand and apply the principles of a healthy and varied diet, prepare and cook a variety of predominately savoury dishes using a range of cooking techniques. The children learn about and understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed. Similarly to Key Stage One, teaching make be 'blocked' or taught in weekly lessons.



All this makes Design & Technology at Mark First & Pre-school CE Academy an exciting, practical and inspiring subject.

IMPACT

Design & Technology is assessed against the EYFS statements and the learning objectives within the 2014 National Curriculum for each year group. Staff track pupil's progress and attainment and plan appropriate learning experiences that build on previous learning. In Design & Technology we also assess by:

- Talking to the pupils and asking questions
- Discussing work with the pupils
- Looking at pupils' work and marking against the learning objective
- Observing pupils carrying out Design & Technology tasks
- Pupils self-evaluating their own work

