

Design & Technology

Design and Technology is when we plan, design, make and evaluate products.



Intent

Create engaging opportunities for children to be innovative and creative through designing and making products.

Provide children with the opportunity to reflect upon the designers' considerations when making products.

Develop skills in cooking, mechanical systems, textiles, structures and electrical systems (KS2) progressing from EYFS to Y6.

Develop vital knowledge of how to stay safe when making



Implementation

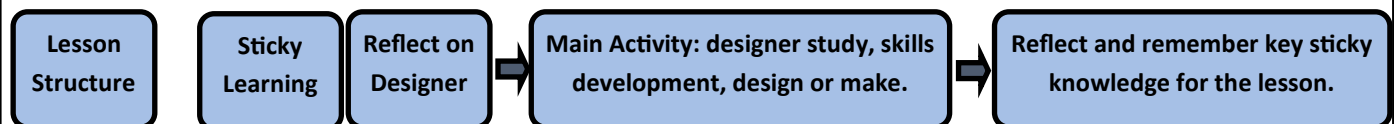


Planning: At Westhouses Primary School, our Design and Technology scheme of work aims to inspire pupils to be innovative and creative thinkers who have an appreciation for the product design cycle through ideation, creation and evaluation. Through Kapow Primary's Design and technology scheme, pupils respond to design briefs and scenarios that require consideration of the needs of others, developing their skills in the five key areas. Each of our key areas follows the design process: designer study, skills and technical knowledge development, design, make and evaluate. D&T is taught as part of a rolling 2 year cycle from EYFS to Year 6. Each class studies D&T every other half term.

Recording: In EYFS, learning is recorded in their learning journey and evaluation takes place through discussion and questioning. All KS1 and KS2 pupils have D&T books which they use to record and reflect on their learning throughout a project. From KS1, Sticky knowledge starters and plenaries are used to reflect on prior and current technical knowledge to ensure a know more, remember more approach.

Assessment: Design & Technology is continually assessed as part of Flashbacks to remember key technical knowledge. The children are encouraged to assess their own learning as part of an end of project evaluation. Teachers assess pupils at the end of each school year making use of the skills and knowledge progression map.

D&T Community: Each year we have an enterprise project where a group of pupils are able to design and make a product to sell at a school event. This allows the pupils to sell to their local community, family and friends and have an experience of designing and making a product for a specific purpose and target market.



Support for children with SEND or additional needs.

Our children with SEND access the Design & Technology curriculum via their teacher's assessment of their specific needs. Lessons are carefully planned and resourced so that all children can access their learning at an appropriate level that engages and challenges them. Here are some ways that pupils with SEND are supported:

- ◆ Adapted equipment or tools to support sensory and physical needs
- ◆ Visual word banks
- ◆ Movement breaks.



Impact

Understand how to use and combine tools to carry out different processes for shaping, decorating, and manufacturing products.

Pupils have an appreciation for key individuals, inventions, and events in history and of today that impact our world.

Understand and apply the principles of healthy eating, diets, and recipes, including key processes, food groups and cooking equipment.

Build and apply a repertoire of skills, knowledge and understanding to produce high quality, innovative outcomes, including models, prototypes, and products to fulfil the needs of users.