Elkesley Primary and Nursery School

Intent, Implementation, Impact

Design Technology

Intent:

We believe that Design Technology is an inspiring, rigorous and practical subject which encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. We encourage children to use their creativity and imagination, 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.

We aim to:

- Seek to equip our children with key design skills and knowledge that will prepare them for the next stage in their learning and provide them with the necessary foundations to be successful in adult life.
- Build a design technology curriculum which develops learning and results in the acquisition of knowledge and skills so that all pupils know more and remember more.
- Enable every pupil to view themselves as an inventor.
- Use high-quality questioning to develop critical thinkers.
- Deliver all the requirements of the national curriculum in relation to design technology.
- Ensure all design technology lessons include opportunities to develop a skill-based vocabulary.
- Make pupils aware of and apply the transferable skills required when linked to other subjects, as well as other aspects of their life.
- Develop the ability to reflect on ideas, considering opinions about their own work and that of others.
- Encourage children to be able to respond knowledgeably to the work of other craftspeople, focussing on the fit for purpose.

Implementation:

As part of the planning process, teachers plan the following:

- We implement our approach through high-quality teaching; delivering appropriately challenging work for all individuals.
- Every class from to Year 1 to 6 follows the Kapow scheme of learning which is based on the National Curriculum. Lessons are personalised to address the individual needs and requirements for a class but coverage is maintained.
- EYFS children are taught the essential skills needed in line with the Development Matters document.
- Well planned and resourced projects providing children with a hands-on and enriching experience; lessons provide children with hands on opportunities to design, make and evaluate.
- A range of skills being taught ensuring that children are aware of health and safety issues related to the tasks undertaken.
- Time needed for the children to be critical, inventive and reflective on their work. Design technology is often taught in a block to ensure this is possible.
- Children from EYFS through to Year 6 are taught key vocabulary which has a clear progression through the years but also challenges and allows room for extending and developing knowledge where appropriate.

Impact:

- Children will make at least good progress in design tecnology from their last point of statutory assessment and from their starting point in Reception.
- Children will use their design knowledge and skills, in all curriculum areas, to enable them to know more, remember more and understand more.
- Children will retain knowledge that is pertinent to applying design technology with a real life context.
- All children view themselves as designers and inventors and will use and apply these skills across the curriculum.
- Achievements are celebrated in classrooms, around the school an in the wider community through galleries and corridor displays.
- Children will develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.