



# Design and Technology One Page Overview

## Intent:

**Discover:** Children will be introduced to the people, skills, ability and opportunities for design and technology to flourish at the school and beyond.



**Challenge:** Children will uncover a love of design technology that enables them to communicate and understand the world and its inventions in deeper ways.



**Flourish:** Children will develop the skills and abilities to be able to conceive and create useful items. Creativity is a skill that is developed through exceptional teaching, practise, and use, thinking carefully about the design process.

All our children have access to a high quality, tailored design and technology curriculum which has been designed to inspire them to creatively design and make products that solve real and relevant problems, at the same time as progressively developing their skills. We want our pupils to learn to think and intervene creatively to solve problems both as individuals and as members of a team within the context of maths, science, computing and art.

- All children have access to an average of 1 hour of DT per week (this may be blocked as a unit of work or taught weekly through a variety of subject areas).
- Design and technology teaching is progressive and builds on children's previously taught knowledge (year on year).
- Each term (usually with a history / geography / maths or science focus), children will focus on using creativity and imagination, designing and making products, setting goals to solve real and relevant problems, develop creative and technical skills and evaluating and testing their work.
- All children have a safe space to develop their ability to imagine, play, create and communicate their design skills.
- All children are seen as designers; we do not expect a one size fits all approach to outcomes.
- The children experience a range of design forms that are not separated into distinct disciplines.
- The children are encouraged to develop a state of mind and a matter of approach, rather than a mastery of materials.
- Children to understand that the perseverance and attentiveness needed to complete a design project leads to personal pride and gratification.
- To enable children to become creative and reflective learners who can express themselves fluently and confidently in a variety of different ways.

## Implement:

### Coverage through the curriculum & extra-curricular:

- Design and technology will form part of a balanced timetable where children will engage in themed topics each term.
- Children have access to key knowledge, language and meanings in order to understand and readily apply to their work in Design and Technology and across the wider curriculum.
- Educational Visits to Museums/Art Galleries/Jaguar Land rover. Where applicable links to design and technology will be made to develop the children's learning experiences.
- Bespoke design and technology lessons focusing on 2D art forms, including the design, make, evaluate model, linked to their topic work.
- Teaching and learning plans for a final piece of work to be displayed and shared and evaluated in the majority of topics
- Design and technology is regularly linked with other subjects. Themes that will come directly from the Humanities subjects.
- Children will be shown internationally renowned designers work from different areas of design to inspire and motivate them.

### Assessment:

- Ongoing assessment within lessons
- Skills progression maps tracked throughout design and technology topics
- Termly data inputted into the foundation subject assessment matrix (in house assessment system)

### Monitoring:

- Class Book introduced in Autumn term
- Regular staff feedback used to establish levels of confidence
- Learning walk/drop-ins scheduled
- Pupil Voice
- Work scrutiny

## Impact:

- Whole class displays to celebrate end of unit work
- Children will achieve age related expectations in design and technology at the end of their cohort year.
- Children will retain knowledge about their focus designers and the processes used
- Children will understand what being an 'designer' means.
- Examples of DT project kept as inspiration for future years
- The design and technology curriculum will have a range and quality resources which will lead to improvements in the quality of the work the children are able to produce.

### Teacher CPD/monitoring:

- Team leader to provide CPD to increase staff confidence in teaching history where needed.
- Team leaders to attend training opportunities.

### Family/community:

- Work created by the children can be shared on websites and other online portals.
- DT work taken home and shared in school in displays and in the community.

### Current priorities/Next steps:

- Negotiate with teachers, specific themes to link with humanities topics.
- Check current DT supplies/resources.