Design and Technology at Our School

"Design is not just what it loolks like and feels like. Design is how it works." Steve Jobs, Co-founder Apple Inc

Our Intent

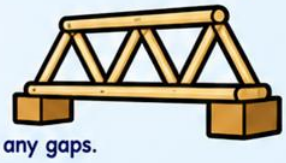


- Follow the National Curriculum and make it relevant to our local area.
- Build Design Technology skills from Early Years and develop them year by year.
- Teach the key areas: structures, mechanisms, electrical systems, materials and cooking and nutrition.
- Ensure learning is carefully sequenced so children know more, remember more and do more.
- Use clear vocabulary and end points so children can build on what they already know.
- Help children to remember their learning through regular practice.

Our Implementation



- Use knowledge organisers to introduce key knowledge and vocabulary.
- Deliver well-sequenced lessons that build skills and deepen understanding.
- Follow a clear lesson structure: retrieval, explanation, application and assessment.
- Use enrichment opportunities and visits where appropriate.
- Adapt tasks so all children can access and enjoy the curriculum.
- Use retrieval to help children remember more.
- Teach and use key Design Technology vocabulary.
- Use assessment for learning to check understanding and address any gaps.



Our Impact



- Our Design Technology curriculum is high quality, well thought out and shows clear progression.
- Children make good or better progress if they are keeping up with the curriculum.

We measure the impact through:

- Pre and post unit assessments.
- Assessment against 'End of Year Expectations', which are shared with the next teacher to address any gaps.

