**Design Technology – Delph Side Community Primary School**

To ensure all children **enjoy** their learning and attending school.

To provide opportunities for children to **embrace**learning through real life, hands on experiences.

To prepare children to **evolve** into the next stage of their schooling.

**Intent**

At Delph Side Community Primary School, we aim to provide our children with a broad and balanced curriculum, preparing them for their next stage of life. Through this we encourage our children to use their creative imaginations to design and make products through real life problems and in a variety of way. Following this, we promote considering others wants, needs and values including their own through their designing and making stage.

We believe that Design and Technology prepares children to take part in the development of tomorrow’s rapidly changing world. At Delph Side the Design and Technology curriculum combines skills, knowledge, concepts and values to enable children to tackle real problems. The subject encourages children to become risk takers and creative problem solvers, both as individuals and part of a team.  It enables them to identify needs and opportunities and to respond by developing ideas and eventually making products.  Through the study of DT our children combine practical skills with an understanding of aesthetic, social and environmental needs.  This allows them to reflect on, and evaluate, past and present design and technology, it’s uses and impact.  Design technology helps all children to become discriminating consumers and potential innovators. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

**Implementation**

As part of this planning process, Subject leaders and teachers will plan the following for in preparation of teaching the lessons:

* Design Technology Curriculum Map and Progression of skills. This outlines knowledge and skills (including vocabulary) all children must master.
* A series of lessons, which carefully plans for progression and depth.
* End of topic quiz which is tested regularly to support learners’ ability to block learning and increase space in the working memory.
* Challenge questions for pupils to apply their learning in a philosophical/open manner.
* Enrichment opportunities to enhance the learning experience.
* Displaying and celebrating the pupils’ artwork in their class, around school and in the wider community.
* Themed Days to focus learning through real life experiences.

**Impact**

Our Design Technolgy Curriculum has been well thought out and has been planned to demonstrate progression of skills.

In addition, we measure the impact of our curriculum through the following methods:

* A reflection on skills achieved against the planned outcomes.
* Pupil discussions about their learning; which includes discussion of their thoughts, ideas, processing and evaluations of work. (PAQ)
* Learning Walks
* Book Scrutiny
* Staff Attitudinal Questionnaire.