

## Intent:

### What do we want children to learn?

At Grange Junior School, children receive a design and technology curriculum which allows them to exercise their creativity through designing and making. The children are taught to combine their designing and making skills with knowledge and understanding in order to design and make a product. Skills are taught progressively to ensure that all children are able to learn and practice in order to develop as they move through the school. Evaluation is an integral part of the design process and allows children to adapt and improve their product design a key skill which they need throughout their life. D&T allows children to apply the knowledge and skills learned in other subjects, particularly Maths, Science and Art

## Design & Technology in a Nutshell



### Grange Junior School

#### A typical DT unit:

'Learning together'

Investigate it!

Design it!

Develop it!

Model it!

Construct it!

Evaluate it!

## Implementation:

### How do we do it at Grange Juniors?

Our Curriculum is based upon the Design & Technology Association's Projects on a Page. Our long term plan ensures that children have the opportunity to develop their designing and making skills with knowledge and understanding to create quality products. Children are taught Design and Technology in a way that relates to their world. We use real life situations and contexts to make the subject real. We want to develop each child's knowledge based on what they already know and as a result we build in regular opportunities for children to reflect on their learning journey. Children are introduced to technical language and terminology associated with this subject and are encouraged to share their ideas and knowledge with accuracy and precision.

## Impact:

### On leaving Grange Junior School children will:

Be able to talk knowledgably and critically about a range of products and designers who have influenced fashion and consumers over many years.

Be able to use their knowledge and understanding of the key principles of design to review, reflect on and refine ideas over time to produce a range of outcomes using a variety of tools and materials.

See themselves as a creative individual and be confident expressing themselves through unique product design.

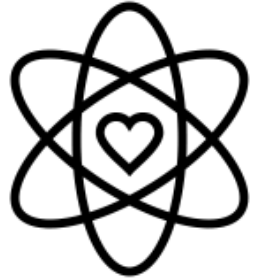
## What Design & Technology looks like at Grange Junior School...

There are three core activities children engage with in Design and Technology:

- Activities which involve investigating and evaluating existing products.
- Focused tasks in which children develop particular aspects of knowledge and skills.
- Designing and making activities in which children design and make something for somebody for a specific purpose.

Children will engage in learning about: Structures, Textiles, Food, Mechanisms and Electronics.

## Our Golden Threads in Design and Technology



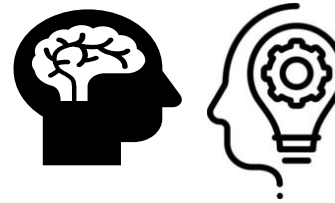
Values Rich



Language Rich



Connections Rich



Knowledge and Skills Rich



Active and Enriched

This subject supports our values by

This subject supports children's vocabulary use and acquisition by...

This subject let children make connections by

This subject provides children with the relevant knowledge and skills by

This subject allows for active and enriched learning by...

Trying something new (bravery)  
 Developing skills and knowledge (aspiration)  
 Training children to try, to experiment, to take the risk, to fail (resilience)  
 Designing, modelling and evaluating and acting upon recommendations (reflection).

Highlighting key words and technical language within the subject.

Children's knowledge and understanding in science is often closely related to D&T projects (electricity)

Gaining new knowledge about systems, processes and physics that can be applied to solving problems

Providing children with the chance to tinker, adapt, innovate and evaluate their learning.

	Explaining subject specific language for gears, levers, structures and other areas of the curriculum	Similarly, some D&T projects have a particular bias towards mathematical understanding (e.g. 2-D and 3-D shapes when creating packaging/ structures)	By developing our skills using various tools, materials and processes when modelling and constructing.	Develop an understanding of how design and technology impacts people and the world in which they live
	Providing children with technical names for tools, equipment and processes.	Art and design (e.g. finishing techniques when creating bags) and computing (e.g. programming, monitoring and control of alarm systems).		