

Design and Technology

Learning at Highfield Littleport Academy



HIGHFIELD LITTLEPORT ACADEMY

An Active Learning Trust School

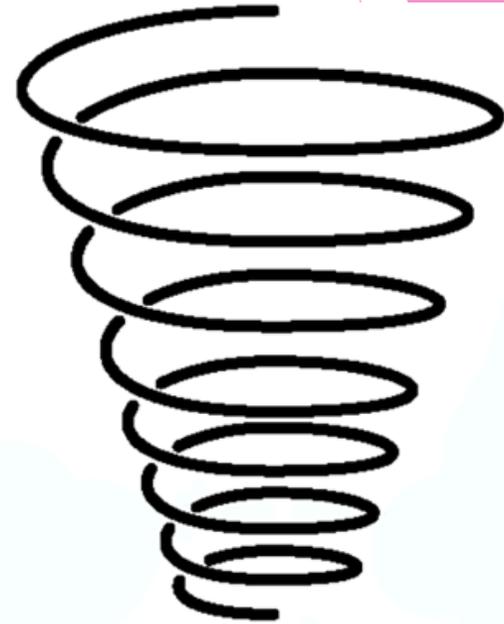
What do we want to achieve?

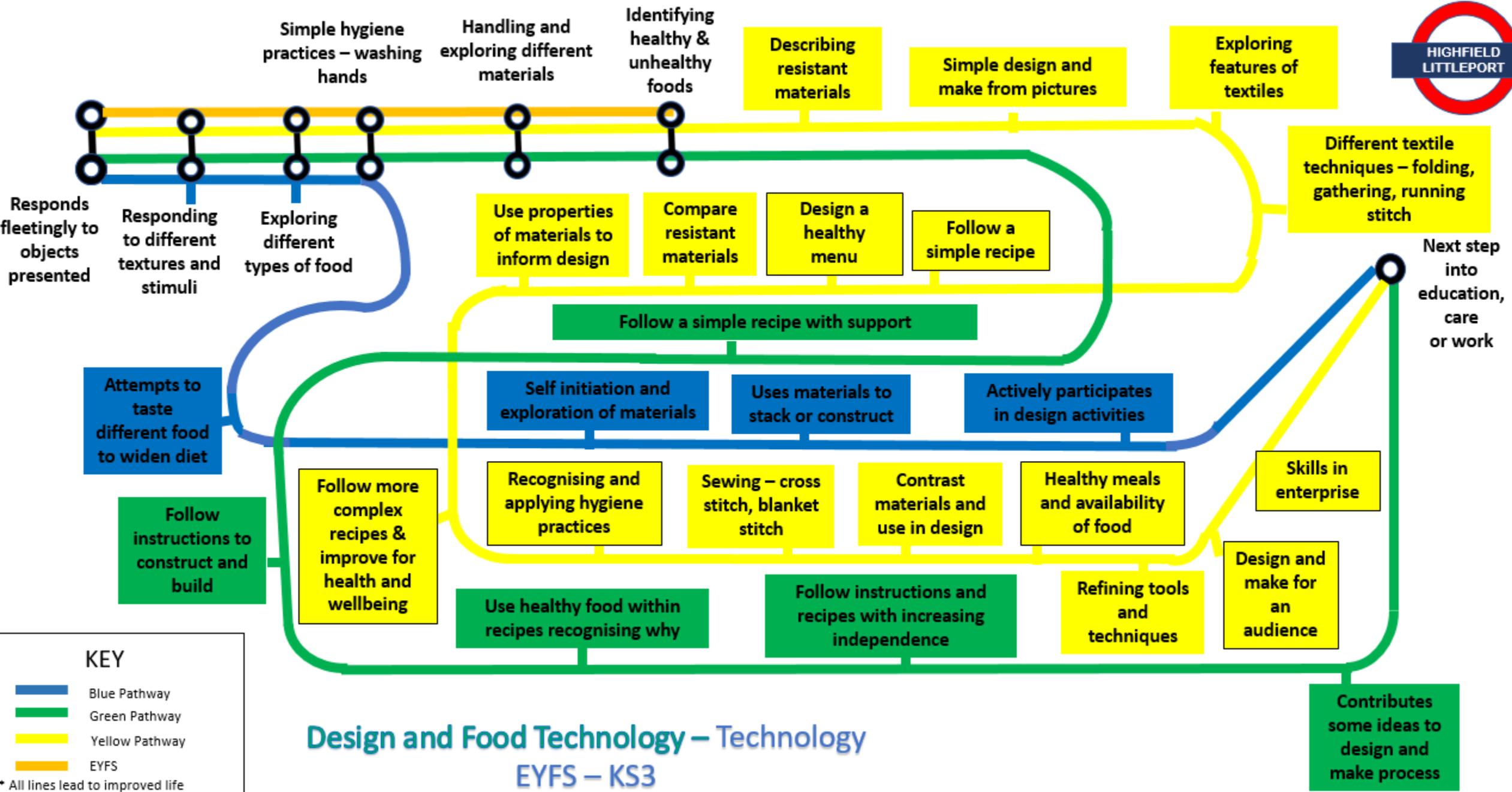
- Encourage and develop interest, enjoyment and enthusiasm in Design and Technology.
- Develop teamwork, thinking skills and resilience.
- Pupils will have the opportunities to complete tasks which develop creative, technical and practical skills to perform everyday tasks
- Pupils will have opportunities to use design and technology to support learning in other areas of the curriculum.
- Pupils will be encouraged to develop their understanding of the implications of design and technology for working life and in society
- Pupils will have the opportunity to critique, evaluate and test their ideas and products and the work of others



How do we achieve our aims?

- Curriculum builds knowledge over time. Topics are revisited and built on over learners time with us. We call this a ‘spiral curriculum’.
- **Yellow Pathway**- Pupil focused learning maintaining interest and building on prior knowledge, problem solving and applying the design process
- **Green Pathway** - Acquiring knowledge with real life experiences, linked to themes and developing independence
- **Blue Pathway** - individualised building upon pupils next steps, with the main focus on EHCP outcomes. Exploring the environment, using senses, observing in Attention Autism
- **EYFS** - Expressive Arts and Design: creating with materials. Developmental progression incorporating next steps.





Responds fleetingly to objects presented

Responding to different textures and stimuli

Exploring different types of food

Simple hygiene practices – washing hands

Handling and exploring different materials

Identifying healthy & unhealthy foods

Describing resistant materials

Simple design and make from pictures

Exploring features of textiles

Different textile techniques – folding, gathering, running stitch

Next step into education, care or work

Attempts to taste different food to widen diet

Follow instructions to construct and build

Follow more complex recipes & improve for health and wellbeing

Use healthy food within recipes recognising why

Follow instructions and recipes with increasing independence

Refining tools and techniques

Design and make for an audience

Contributes some ideas to design and make process

Self initiation and exploration of materials

Uses materials to stack or construct

Actively participates in design activities

Recognising and applying hygiene practices

Sewing – cross stitch, blanket stitch

Contrast materials and use in design

Healthy meals and availability of food

Skills in enterprise

Use properties of materials to inform design

Compare resistant materials

Design a healthy menu

Follow a simple recipe

Follow a simple recipe with support

How do we know it has made a difference?

- Pupils next steps and tracking in place and regularly updated on Evidence for Learning
- End of term judgements made on Evidence for Learning. Individual EHCP outcomes for Blue linked to Curriculum area
- Demonstration of progress through H levels and work production
- If learners are not making progress as expected, individual plans are put into place
- Individual targets set so that learners gain knowledge and skills appropriate to them



Our Learning Values



Thinking - Students will develop technical and practical skills to be able to perform everyday tasks. Pupils will learn to design and make products with a range of materials and techniques . Older students will evaluate their work against design criteria.

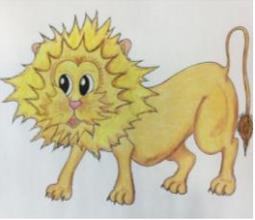


Resilience - students keep going and apply their learning to a wide range of learning tasks and activities to enable them to gain practical skills and techniques to use a range of equipment and tools.



Independence - students are becoming more independent and are applying their learning with less support over time.

Our Learning Values



Teamwork - Students work together to discuss and design their final projects before using their technical and practical skills.



Creativity - Students develop their creative skills and use this to design a range of different items. Within this work pupils will explore different materials, textures, colours and patterns.