



What does Design Technology look like at Humberston Cloverfields?

Intent

Design and Technology is an inspiring, rigorous and practical subject. It encourages children to learn to think critically and creatively to solve problems both as individuals and as members of a team, which prepares them well for a career in the 21st century. At Humberston Cloverfields, we encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. In each project, we aim to, wherever possible, apply prior knowledge from other disciplines such as mathematics, science, computing and art. The children are also given opportunities to reflect upon and evaluate the contribution of significant people, past and present, who's achievements have had a considerable impact on society.

Implementation

Design and Technology is a driving subject of the school curriculum; therefore, we are dedicated to the teaching and delivery of a quality Design and Technology curriculum.

This is implemented through:

- a well thought out, whole school, two yearly overview of the DT curriculum, which allows for progression across phases
- DT being a focus for the Spring term in each cycle of the curriculum, providing children with the opportunity to master the skills, knowledge and concepts taught.
- a shorter DT topic being taught in the Autumn and Summer terms, where progression of skills for each phase is key
- teachers being supported with their subject and pedagogical knowledge through resources from the DT Association
- teachers being given ownership and flexibility to plan for Design and Technology; often teaching DT as a block of lessons to allow the time needed for the children to be critical, inventive and reflective on their work.
- each project addressing the principles of designing, making, evaluating and incorporates relevant technical knowledge and understanding in relevant contexts.
- a range of skills being taught ensure that children are aware of health and safety issues related to the tasks undertaken.

- pupils are introduced to specific designers and architects, through People Day, helping to develop an appreciation of human creativity and achievement and increase the cultural capital from which they can draw in the future.

Impact

By the end of year 6, we ensure the children develop enjoyment of and confidence in Design and Technology that they can then apply to other areas of the curriculum. Pupils build and apply a repertoire of knowledge, understanding and skills in order to design and make quality prototypes and products for a range of users and critique, evaluate and test their ideas, products and the work of others

Pupil's skills and knowledge are assessed continually by the class teacher, throughout lessons. This informs the Design and Technology leader of any further areas for curriculum development, pupil support and/or training requirements for staff.