



Middlethorpe Primary Academy Design and Technology INTENT 2021-2022



Design and technology gives young people the skills and abilities to engage with the designed and created world. It gives them the ability to harness the benefits of technology. They learn how products are designed and manufactured, how to be innovative and to make creative use of a variety of resources to improve the world around them.



Intent

At Middlethorpe, with our children at the heart of our curriculum, our Design and Technology curriculum is designed to develop skills, knowledge and understanding incorporated in all types of DT. Our curriculum takes in to account the children's previous learning, needs, the content of the National Curriculum and important life skills to ensure our children take these skills into the next part of their lives. Our termly units have been organised to compliment themes covered in the wider curriculum, for example religious festivals, curriculum themes and wider opportunities. The essential DT knowledge has been carefully sequenced to ensure it builds within a year, across years and across subjects. Children investigate and will proudly produce a range of designs, items, foods and products across the three age phases.

We aim to develop the following essential characteristics of designers:

- To have creative, practical and technical expertise to perform daily tasks confidently.
- We can participate successfully in an ever increasing technological world.
- We will have built and applied a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products.
- To design and create for a wide range of users.
- We will have developed our skills to critique, evaluate and test the work of others and use this when we create our own designs.
- The ability to critique, evaluate and test their ideas
- We will understand and apply nutritional principles.
- We have learned how to cook some foods including snacks and healthy meals.

Implementation

Having carefully selected the understanding and skills our children need leaders work to ensure this fulfils the aims of the subject. We have outlined a DT curriculum that provides wide ranging skills and content coupled with flexibility of the products. The long term plan takes in to account the schools current DT position, children's skills and previous learning. Longer term we aim to continue to build on good practise by revising, developing and enhancing the curriculum area. Key concepts have been identified that children encounter at different stages of their educational journey and then revisited across the three age phases.

The content has been mapped into one whole school focused units per year. Learning is sequenced and builds progressively. Within a block of DT the key knowledge, skills and vocabulary have been identified in a medium term document for teachers to ensure that content and concepts are progressive across the whole school.

Our Design and Technology curriculum is blocked into a focused study term allowing children to focus fully on the task and build on learning daily.

Consideration is given to how children who grasp concepts more rapidly and those learners who need more support are catered for within DT lessons.

Where possible staff will creatively design units around areas of current interest or curriculum areas eg Can we design a new pier? Can we design a pocket torch using our electrical circuits from Science?

Impact

Our DT is high quality, well thought out and demonstrates progression of knowledge and skills over the phases. When children are performing in line with the curriculum age related expectations, they are making good or better progress. In addition, we measure the impact of our curriculum through the following methods:

- A reflection on standards achieved against the planned outcomes
- An end of unit assessment and pupil voice
- Tracking of gains through visual evidence of quality products, staff discussions and pupil voice
- Pupil discussions about their learning and feedback

Outcomes of DT will reflect a broad and balanced curriculum and demonstrate children's acquisition of key skills, relevant knowledge and positive experiences. The ultimate impact of our DT curriculum is that our children will:

- be able to engage with the designed and made world
- Access a wide range of available technologies and those ready in the near future
- Be bold in making creative use of resources available
- Combine these to improve their lives and the world we live in.

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