



## Design Technology

### Intent:

What we expect children to learn at Acklam Whin Primary School

At Acklam Whin Primary School, Design and Technology is a way of learning, which spans and links the whole curriculum. It is an inspiring, rigorous and practical subject. 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, want and values.

Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Children understand how to apply their technical knowledge and justify their design decisions using key vocabulary, initial designs and functional products from the conceptual through to the constructional. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education make an essential contribution to the creativity, culture, wealth and well-being of the nation.

We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. The children are encouraged to become innovators and risk-takers.

We are committed to enabling all children to make excellent progress in their knowledge and skills in Design Technology. Our expectations for what should be achieved by the end of each year group are divided into five key areas:

- Designing
- Making
- Evaluating
- Technical knowledge
- Cooking and nutrition

**In line with the national curriculum 2014, Acklam Whin's Design and Technology curriculum aims to ensure that all pupils:**

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.
- critique, evaluate and test their ideas and products and the work of others.
- understand and apply the principles of nutrition and learn how to cook.

<b>Implementation</b>	<p><b>How we realise our intent in terms of a working framework.</b></p> <ul style="list-style-type: none"> <li>• Structured process – Each year group follows the process of research, design, make and evaluate.</li> <li>• Health and Safety - Children are made aware of health and safety issues, which are related to the task they are completing.</li> <li>• Cross-curricular links to underpin learning areas across the curriculum giving the children opportunities to learn life skills and apply skills to “hands on” situations in a purposeful context.</li> <li>• Approaches to teaching – A wide variety of teaching approaches are used in Design and Technology lessons to ensure children make good progress, and all learning styles are catered for. Class teachers ensure there is a good balance of whole class, group work and individual learning in Design and Technology lessons.</li> <li>• Independent learning – there is the opportunity of independent problem solving and skills practise during Design and Technology lessons. This helps to develop the individual’s confidence and teaches perseverance as well as giving them ownership over their own work.</li> <li>• Collaborative learning - children can be asked to work as a pair on in a group to complete a task. This encourages the children to support one another, compromise and share ideas to help towards a shared goal.</li> <li>• Outdoor learning - our outside classroom can be used where the children help to grow plants and vegetables.</li> <li>• Through revisiting and consolidating skills, our lessons and resources help children build on prior knowledge alongside introducing new skills, knowledge and challenge.</li> <li>• The revision and introduction of key vocabulary is built in to each lesson.</li> <li>• Through these lessons we intend to inspire pupils and practitioners to develop a love of Design and Technology and see how it has helped shaped the ever-evolving technological world they live in.</li> </ul>
<b>Impact</b>	<p><b>Impact: the effect of teaching Design Technology for our children and how we measure their learning in history at Acklam Whin.</b></p> <p>We want to ensure that every child who leaves Acklam Whin does so having achieved their potential and with the ability to use and adapt skills and knowledge acquired through their Design Technology learning to help them succeed in the future. We regularly reflect on standards achieved against the planned outcomes. We use continual teacher assessment/ skilful questioning within a lesson to identify level of understanding of pupils and correct misconceptions.</p> <p><b>The impact of teaching our Design Technology curriculum is to develop:</b></p> <ul style="list-style-type: none"> <li>• Practise of the processes will encourage confidence and the use of these skills outside the school environment.</li> <li>• Children will have a growing understanding of Design and Technology will support learning in other areas of the curriculum.</li> <li>• Children will achieve the lesson objective either independently or collaboratively.</li> <li>• Children will share their work with others and express why they are proud of their achievements. They will evaluate their work using the vocabulary of Design and Technology.</li> <li>• Children will learn the benefits of persevering with a task independently.</li> <li>• Children will learn how to work with others both giving and receiving help and constructive criticism, which they can apply to others lessons and life outside the school environment.</li> </ul>