

Ashwell Primary School

Design and Technology Curriculum

Intent - Implementation - Impact



INTENT: Why do we teach what we teach?	IMPLEMENTATION: How do we teach it?	IMPACT: What has been the impact and how do we know?
<p>Our Design and Technology curriculum intends to:</p> <ul style="list-style-type: none"> ✓ Develop creative, technical and imaginative thinking in children and to develop confidence to participate successfully in an increasingly technological world. ✓ Enable children to: <ul style="list-style-type: none"> ○ talk about how things work and to develop their technical knowledge, ○ apply a growing body of knowledge, understanding and skills needed in order to design and make prototypes and products for a wide range of users, ○ develop an understanding of how technological processes and products, their manufacture and their contribution to our society, ○ critique, evaluate and test their ideas and products, and the work of others, ○ understand and apply the principles of nutrition and to learn how to cook, ○ understand how key events and individuals in design and technology have helped shape the world. ✓ Encourage children to select appropriate tools and techniques when making a product, whilst following safe procedures, ✓ Foster enjoyment, satisfaction and purpose in designing and making things, 	<p>Our curriculum for Design and Technology is implemented by:</p> <ul style="list-style-type: none"> ✓ The delivery of carefully planned units of work that cover the core National Curriculum expectations. ✓ The Design Technology National Curriculum and EYFS is planned for and covered in full within the EYFS, KS1 and KS2. Whilst the EYFS and National Curriculum forms the foundation of our curriculum, we make sure that children learn additional skills, knowledge and understanding and enhance our curriculum where opportunities arise. ✓ Units are delivered following the design process: research, design, make and evaluate. ✓ A range of skills are taught ensuring that children are aware of health and safety issues related to the tasks undertaken ✓ Clear and appropriate cross curricular links are utilised 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. 	<p>The impact of Design and Technology lessons at Ashwell School will seen through:</p> <p>Children who:</p> <ul style="list-style-type: none"> ✓ Demonstrate knowing more, remembering more and understanding more about Design Technology. ✓ Demonstrate confidence when using tools or skills in other areas of the curriculum and in opportunities out of school. ✓ Achieve age related expectations in Design Technology. ✓ Are able to apply skills and attributes beyond school and into adulthood. ✓ Demonstrate the design, make, evaluate process. ✓ Solve real life practical problems using innovation and creativity, both as an individual and as part of a group. ✓ Are able to choose from and use a growing range of tools and materials. ✓ Use and understand richer technical vocabulary associated with DT ✓ Prepare a range of healthy, varied and nutritious dishes.