

Wenlock CE Academy

Design and Technology Curriculum Intent, Implementation and Impact

INTENT

- At Wenlock, we intend to build a Design Technology curriculum which is inspiring, rigorous, and practical. We want our children to use 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.
- We intend for all children to acquire appropriate subject knowledge, skills and understanding as set out in the National Curriculum. It is our aim to create strong cross curricular links with other subjects, such as Mathematics, Science, Computing, and Art. We want Design and Technology to prepare our children, to give them the opportunities, responsibilities, and experiences they need to be successful in later life.
- The school is committed to nurturing pupils' curiosity and creativity, as well as preparing them for living in a modern world where technology is rapidly changing and advancing.
- In teaching D&T, we aim to help pupils:
 - Develop their design and making skills.
 - Develop their knowledge and understanding of design and technologies.
 - Use a wide range of tools and materials.
 - Learn about working safely and protective measures.
 - Work individually and collaborate with other pupils in a variety of contexts.
 - Develop the capability to create products of a high standard through skills and understanding.
 - Evaluate products, made by themselves, their peer groups and companies.
 - Explore the man-made world and encourage discussion of how we live and work within it.
 - Develop an interest in and understanding of technological processes

and the role of manufacturing in society.

- Learn the principles of nutrition, healthy eating and how to cook.

IMPLEMENTATION

- Design and Technology is a crucial part of school life and learning and it is for this reason that as a school we are dedicated to the teaching and delivery of a high-quality Design and Technology curriculum. This is implemented through:
 - A well thought out, whole school, yearly overview of the DT curriculum which allows for progression across year groups in all areas of DT (textiles, mechanisms, structures, food and electrical systems) using Maestro.
 - Well planned and resourced projects providing children with a hands-on and enriching experience
 - A range of skills being taught ensuring that children are aware of health and safety issues related to the tasks undertaken
 - Each project from Year 3 to Year 6 addressing the principles of designing, making, and evaluating and incorporating relevant technical knowledge and understanding in relevant contexts.
 - Pupils being introduced to specific designers, chefs, nutritionists, etc. helping to engender an appreciation of human creativity and achievement and increase the cultural capital from which they can draw in the future.
- They have the opportunities to learn to:
 - Use different media and materials to express their own ideas.
 - Use what they have learnt about media and materials in original ways, thinking about form, function and purpose.
 - Make plans and construct with a purpose in mind using a variety of resources.
 - Develop skills to use simple tools and techniques appropriately, effectively and safely.
 - Select appropriate resources for a product and adapt their work where necessary.
 - Cook and prepare food adhering to good health and hygiene routines.

IMPACT

- Children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum. Through carefully planned and implemented learning activities the pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- They gain a firm foundation of knowledge and skills to see them equipped to take on further learning in High School. Pupil's skills and knowledge are assessed ongoingly by the class teacher, throughout lessons and a summative assessment is completed termly. This informs the Design and Technology coordinator of any further areas for curriculum development, pupil support and/or training requirements for staff.