



## Chalton Lower School - Design and Technology Curriculum Review

### **Intent:** What we want to achieve:

To build a Design Technology curriculum which develops learning and results in the acquisition of knowledge and skills. Children will know more, remember more and understand more. To design a design technology curriculum with appropriate subject knowledge, skills and understanding as set out in the National Curriculum Design Technology Programme of study, to fulfil the duties of the NC whereby we as a school must provide a balanced and broadly-based curriculum which promotes the spiritual, moral, cultural, mental and physical development of pupils and prepares them for the opportunities and responsibilities and experiences for later life.

### **Implementation:** How we will achieve this:

- We will use a progressive scheme of work (years 1-4 Twinkl) which is rooted in the national curriculum and Early Years foundation stage curriculum and which is regularly reviewed and developed to ensure it motivates pupils, builds on experience and previous study and expands a pupil's knowledge and understanding of art and design technology.
- We will use a wide range of different stimuli to engage and enthuse the children. This will include mechanical, construction, textile, material, mechanisms and cooking and nutrition.
- We will promote the use of accurate and rich language in the Design Technology curriculum to enable the successful acquisition of knowledge and understanding in Design Technology.
- We will develop understanding in the Stem subjects such as science and math's to enable a cross curricular approach where appropriate. For example, the use of circuits in DT and scaled drawings in designing.
- Wherever possible, we will learn from DT work and will invite craftspeople into school to work with the children.
- We will teach the children to evaluate their own work and the work of others in a positive, Values led approach. By doing this they will be able to move forward creating their own wide range of 2d and 3d pieces, working both individually and collaboratively.
- We will teach the children to use materials effectively, for example teach them to use materials safely, for example cutting with scissors and saws and joining in different ways including the use of glue guns.
- We will teach them to plan work that develops and grows over half a term.
- We will use the outdoor environment and the local area as a stimulus, such as playgrounds for topic stimulus.
- We will use precise tracking and assessment to move pupils' learning forward.
- We will use values-based approaches to challenge prejudice, preconceptions and to promote tolerance and to respect diversity.
- We will use portfolios to collect evidence throughout the school. This will include show the plan design, make and evaluate process.

### **Impact:** The intended outcomes of the Design Technology curriculum:

- Pupils will know more, remember more and understand more about Design Technology.
- Pupils will develop a love of learning and become more curious and imaginative.
- Pupils will want to know how and why things were created and enjoy making items of their own.

- Pupils will work hard, strive to meet challenges and will become resilient learners, using a growth mindset approach.
- Pupils will learn to work independently and will also be able to contribute effectively to partner, group work and whole class creations.
- Pupils will learn to work logically in DT where ideas often need to be modified and improved over a few lessons.
- A large proportion of pupils will achieve age related expectations in Design Technology
- As designers, children will develop skills and attributes they can use beyond school and into adulthood.