

Design and Technology curriculum statement

In our D&T curriculum we strive to create opportunities for children 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. Our aims will:

- 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
- enable children to critique, evaluate and test their ideas and products and the work of others
- enable children to understand and apply the principles of nutrition and learn how to cook.
- enable children to understand how key events and individuals in design and technology have helped shape the world (KS2).

Our goal is that all children should achieve the highest standards possible in Design and Technology and benefit from a broad, rich curriculum. They should work in a range of relevant contexts (for example, the home, school, leisure, culture, enterprise, industry and the wider environment). Overall, we strive to provide enjoyable, practical and enriching learning opportunities to all children.

As part of our cross curricular approach, some of our '**themes**' taught will have a strong D&T focus and will be taught in **blocks** of work across the year. Each unit of learning will be planned based on key D&T skills that we aim to develop throughout the child's learning journey.

In order to achieve our aims, Design and Technology is organised into a two-year rolling cycle, using the Design and Technology Association (DATA) Progression of Skills documents and 'Projects on a Page' unit plans. Children may work individually, in a group or as a whole class.

The skills covered through blocks of work will include:

Design

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas effectively.

Make

- Select from and use a range of tools and equipment to perform practical tasks.
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- Explore, evaluate and analyse a range of existing products
- Evaluate their ideas and products against design criteria
- Consider the views of others to improve their work (KS2).

These skills will underpin the lessons we deliver.

See Curriculum Plan for Year Groups

See Long Term History Plan

Health and Safety

There are significant health and safety issues relating to both the use of tools within the classroom and to health and hygiene when preparing food. Teachers must ensure that all planning is to take into consideration the risks associated with each unit and that any relevant risk assessments are documented. Each unit of work has been risk assessed and each teacher has access to the risk assessments for the units they teach. All children are aware of the rules that apply whilst working in the D&T Learning Resource Area and risk assessments are shared with the relevant staff.

Resources

We aim to provide resources that are appropriate to the requirements and needs of the pupils in order to carry out the D&T topics to their full potential. Resources are audited and renewed on a yearly basis after discussions between staff and the D&T Subject Leader. Any interim resources that are required will be purchased accordingly, if appropriate. All resources are stored centrally for use by the whole school in the Art cupboard in lower KS2.

Opportunities will be taken to positively promote equality and diversity.

Jen Roach 2017