Grange Primary School

Design and Technology

Intent

At Grange Primary School we aim to provide all children with a broad and balanced curriculum which prepares them for life beyond primary education. 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, wants and values. Design and Technology is an inspiring, rigorous and practical subject. It can be found in many of the objects children use each day and is a part of children's immediate experiences. Design and Technology encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team.

At Grange Primary School the design and technology curriculum combines skills, knowledge, concepts and values to enable children to tackle real problems. It can improve analysis, problem solving, practical capability and evaluation skills. 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. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Implementation

The subject leader monitors all aspects of the design and technology curriculum: coverage, progression, planning, teaching, learning and outcomes. To ensure consistency across the curriculum, the following are requirements for all subjects:

- A knowledge organiser for each unit which outlines knowledge (including vocabulary) all children must master.
- Homework projects using and applying design and technology and other curricular areas.
- A cycle of lessons for each unit, which carefully plans for progression and depth.
- Detailed progression documents to ensure skills and knowledge are built upon across year groups, phases and key stages.
- Catalyst questions for pupils to apply their learning in a philosophical/open manner.

- Opportunities for trips and visiting experts who will enhance the learning experience.
- A means to display, showcase and celebrate the pupils' design and technology work in their class.
- Assessment and monitoring on a pupil, class and subject level.

Impact:

Our Design and Technology curriculum is high quality, well thought out and is planned to demonstrate progression. Progress and attainment is measured and tracked against age-related expectations, statements and standards using the National Curriculum over-arching aims:

- Children can develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- Children 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.
- Children can critique, evaluate and test their ideas and products and the work of others.
- Children can understand and apply the principles of nutrition and learn how to cook.

Rigorous and meaningful assessment is vital for consolidation, addressing misconceptions, determining next steps (individually and as a school) and celebrating success and achievements.

In addition, we measure the impact of our curriculum through the following methods:

- A reflection on standards achieved against the planned outcomes;
- A celebration of learning for each term which demonstrates progression across the school;
- Pupil discussions about their learning; which includes discussion of their thoughts, ideas, processing and evaluations of work.