

Design and Technology

Central Walker Church of England Primary School

At Central Walker Primary School, we aim to deliver an engaging, practical and problem solving based Design Technology curriculum. Technology of the modern world is rapidly changing and at Central Walker, we aim give children the opportunities to use creative thinking, develop design skills and evaluate systems in order to prepare them for what the future holds.

Intention

- In our **Early Years Foundation Stage**, we aim to:
 - Develop imagination and creativity in our children
 - Develop the ability to use media and materials.
- In **Key Stage 1 and Key Stage 2**, children study the National Curriculum for Design and Technology and we aim to:
 - Engage, inspire and challenge pupils
 - Allow children to take risks, become resourceful, innovative, enterprising and capable citizens
 - Draw on disciplines such as mathematics, science, engineering, computing and art
 - Develop a critical understanding in children of the impact of design and technology on daily life and the wider world.
 - Teach crucial life skills

Implementation

- Lessons are built into the half termly or termly projects
- Lessons build on prior learning and develop skills and knowledge
- Lessons are exciting and engaging
- Teachers present technical knowledge clearly, and effectively model and teach skills, supported by the Design and Technology Leader when needed
- Children have the opportunity to design, make and evaluate products
- CPD to support teacher subject knowledge
- Children are exposed to a variety of contexts i.e. home, school, community, industry and experts/professionals in the field of Design and Technology (eg Kids Kabin)
- Clubs and workshops (Including extra-curricular opportunities)

Impact

- Children value Design and Technology and how it impacts on the world around them
- Children are engaged, inspired and challenged
- Children feel confident in their ability to become an independent designer
- Pupils Design and Technology work is of a high quality and evidenced through project outcomes, displays and Curriculum floor books

We will measure the impact of our Design and Technology curriculum through the following methods:

- A reflection on NC standards achieved against the planned outcomes
- A celebration of learning through displays and evidence of work in the Curriculum floor books
- Pupil discussions about their learning, including: discussion of their thoughts and ideas, feelings about Design and Technology, development of their skills and the processing and evaluation of their experience regarding what they have learned.

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