



<p>Our DT provision aims to be inspiring, rigorous, creative and practical to enable our children to design and make products that solve real and relevant problems within a variety of contexts</p>	<p>BIG IDEAS</p> <ul style="list-style-type: none"> ▪ Food skills ▪ Materials ▪ Textiles ▪ Construction ▪ Mechanics ▪ Design and Evaluate 	<p>CONTENTS AND SEQUENCING</p> <ul style="list-style-type: none"> ▪ Products and concepts are explored and investigated so children can become inspired to design their own variation. ▪ Each subject area: food, materials, textiles, construction, mechanics, textiles and designing are sequentially built on year on year referring to previous skills learnt and extending knowledge. ▪ Evaluation: Children are encouraged to critique their own and others work in a positive way. This information is used to decide what they would do differently during the project and how they might carryout projects in future. 	
<p>LINKS WITH MATHS AND ENGLISH</p> <p>Lessons are instructed by the teacher although children have the opportunity to explore their ideas and designs.</p> <ul style="list-style-type: none"> ▪ Use of labels, captions, instructional writing and explanations. ▪ Speaking and reasoning. ▪ Numbers. ▪ Measuring. ▪ Trial and Error through problem solving. 	<p>RETRIEVAL SCALE</p> <p>Recapping key skills taught in previous year group.</p> <p>Building upon the prior skills through construction and deconstruction of items as well as using the appropriate vocabulary using low stakes quizzing.</p>	<p>PROGRESS</p> <p>At the start of each big idea children are given the opportunity to explore the foundation skills, these are quickly assessed before the skill can be developed further.</p> <p>Projects and curriculum strands of learning are carefully planned so prior knowledge and concepts are continually built upon.</p>	<p>SUPPORT</p> <p>Every child has access to the Design and Technology National curriculum and EYFS framework.</p> <p>Some children have further guidance from the teacher to access the learning effectively. Peer assessment to be used to help co-construct ideas and develop critical thinking and evaluation.</p> <p>Some children are mentored with mind-set techniques to develop resilience and perseverance in design and technology.</p>