

By the time the children transfer to their next stage of education, we intend to develop well-rounded, knowledgeable and confident individuals who have fulfilled their potential and can make a positive contribution to their local and global community.

Design & Technology at Lindow Community Primary School

<u>Intent</u>

At Lindow Community Primary School, our intent is to develop all our children, including the most disadvantaged and those with (SEND) or high need, to become independent, creative, risk-taking innovators who are able to design and make products to solve real and relevant problems. Through investigation and analysis of past and present products, as well as the progressive teaching of practical knowledge & skills, they will apply this learning in order participate successfully in an increasingly technological world. The Design and Technology curriculum will be driven by the following Lindow Life Skills:

- Be co-operative & participate
- Have ownership of learning
- Be organized
- Make decisions
- Be responsible
- Be resilient & persevere
- Be the best you, you can be

Design and implementation

To ensure children have 'mastered' the knowledge of the Programme of Study for Design & Technology in a progressive, sequential way, the subject is taught each week, which enables the children to build on what they've learnt each session to culminate in a finished product to evaluate. In addition, children are given opportunities to apply their knowledge from other subjects (such as reading, writing, science and maths) as skills throughout the 3 concepts of design, make & evaluate. This allows children to make the connections between Design & Technology and everyday life.

All classes from YI to Y6 use the Twinkl D&T scheme as the initial overview for their medium term planning, alongside several other resources from organisations such as DATA, STEM, Nuffield. The key themes, knowledge & skills for each year group are stated, to ensure teachers know what prior learning has taken place and can build on this in a progressive manner. In Reception, following the Development Matters 2021 document, we incorporate practical investigations and activities including cooking which lays the foundations for the children's development, both physically and cognitively when problem solving. This ensures they are ready for the next stage of their learning. At Lindow, this acquisition of skills is done through both adult guided activities and well planned opportunities for self-initiated play, focusing on the areas of Expressive Arts and Design and Physical Development.

The expected teaching sequence for a unit of work will follow the key themes of design, make & evaluate. Within these stages, the following strategies should be seen:

- evaluation & research of existing products
- consideration of user/consumer
- range of environments & contexts
- range of tools & equipment
- Revisiting their original design criteria as the unit progresses through discussion with peers, adults, further research, observations

There will be a mixture of collaborative & independent work throughout the unit, as appropriate.

Work in Design & Technology is recorded in a variety of ways e.g. written pieces linked to English will need to be in their writing books and more practical pieces will be displayed around the room. Finished products will also be displayed in classrooms and photos (along with written evaluations) can be recorded in writing books.

Impact

Monitoring of Design and Technology will involve learning walks, pupil voice and scrutiny of work across the three key themes and within each year group. In order to check the children remember new and prior knowledge, children will be assessed against the key knowledge and skills for their year group at the end of each unit. Via monitoring, the subject leader will use assessment information to check pupils' knowledge, skills and understanding is in their long term memory. Any gaps in learning or children who aren't meeting age related expectations can be identified and supported appropriately.