



## Design and Technology

### Intent

At Burghclere Primary School, we want every child to have the opportunity to have high quality Design and Technology experiences and activities, enabling children to safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function, and to use what they have learnt about media and materials in original ways, thinking about their uses and purposes. We want them to enjoy the design, make and evaluate process and to feel proud of the pieces of work they produce. They will have a minimum of three Design and Technology learning journeys each year.

### Implementation

The school teaches the National Curriculum for Design and Technology. It uses the Kapow Design and Technology scheme of work to support the planning and delivery of Design and Technology in our school. The curriculum is organised around six key areas (Structures; Mechanisms; Textiles; Electrical systems; Digital world; and Cooking and nutrition) and four key strands (Design, Make, Evaluate, and Technical Knowledge).

Each long term a Design and Technology unit of work is taught, ensuring three units of work are taught each year. These have been organised to make cross-curricular links where appropriate, and to ensure the knowledge, skills and vocabulary builds on prior learning. See the *D&T Progression of skills and knowledge - Mixed-age version* on the Kapow website for further details.

Differentiated guidance is available for every lesson to ensure that lessons can be accessed and enjoyed by all pupils and opportunities to stretch pupils' learning are available when required. Knowledge organisers for each unit support pupils by providing the key knowledge and techniques learned, encouraging recall of skills processes, key facts and vocabulary.

Kapow Primary supports teachers who may lack confidence in their own Design and Technology abilities. Each unit of lessons includes multiple teacher videos to develop subject knowledge and support ongoing CPD. Further CPD is given through coaching, staff training and working with local schools and experts.

Design and Technology will be taught in blocks, so that children can become immersed in the unit, aiding their enjoyment of Design and Technology, and allowing the practical resources of the subject to be well organised.

In EYFS children are taught DT through the Prime areas of Physical development, Personal, Social and Emotional, and Communication and Language and the specific area of Expressive Art and Design. This may be taught through Cooking; Mud kitchen play; Construction areas - crates, planks, large blocks etc; Loose parts play; Junk modelling; Building with different resources; Talking about what they have made, what they did and what they used; Using subject related vocabulary such as 'join', 'stick', 'build' etc; Exploring and playing with different materials.

**Impact**

After the implementation of our Design and Technology curriculum, pupils should leave primary school equipped with a range of techniques and the confidence and creativity to form a strong foundation for their Design and Technology learning at Key Stage 3 and beyond.

The school will measure the impact of the Design and Technology curriculum through:

- The number of children meeting key objectives each year (see Kapow assessment guidance)
- The number of children meeting end of key stage expectations outlined in the National Curriculum for Design and Technology
- The children's engagement and enthusiasm in Design and Technology activities (learning walks and through pupil discussions)