

Design and Technology Curriculum Offer

Design and Technology is an inspiring, rigorous and practical subject. 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 Crowcombe and Stogumber Primary School, 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 other's needs, wants and values. In essence we want them to perform everyday tasks confidently and to participate successfully in an increasingly technological world. We feel it requires children to be active learners with the confidence to have a go and the resilience to persist with a project when challenges occur. Our children are encouraged to become innovators and risk takers. We aim to, wherever possible, link work to other disciplines such as science, mathematics, computing and art. Through the evaluation of past and present technology, they develop a critical understanding of its impact on daily life and the wider world. We also ensure their experience embraces different cultures and current environmental demands on society. Children in their learning become resourceful, innovative, enterprising and capable citizens.

Each unit encourages discussions in a practical and creative manner by building and applying a repertoire of vocabulary and understanding. Further to this, each lesson instils and develops collaborative work and an investigative approach to the children's studies. They are given the opportunity to discover their practical potential in a creative and innovative way building prototypes and creating preliminary sketches to help.

The children begin their exploration of DT in the EYFS where they learn safe use of construction tools, such as scissors, to create models out of a variety of materials. They build the foundations of understanding how to select "the right tool for the job". Through their play, they spend time planning, making and evaluating their creations which begins to develop essential critical thinking skills that are required for later success across the entire curriculum.

In each key stage, children develop cooking skills and knowledge. They develop an understanding of the principles of nutrition and build practical skills to explore and create a variety of recipes. There is a strong focus on healthy eating throughout the school. In addition they build on sewing and related techniques in textiles progressing from bunting, to making a purse and finally an apron. In Mechanisms they progress from simple sliders, levers, to linkages and finally gears and pulleys.

In structures they progress from simple free standing structures in KS1 to stable structures and finally frame structures in UKS2.

In Key Stage 1 and 2, DT lessons are teacher-led through an initial taught input supported by practical tasks, demonstrating techniques and ensuring an understanding and respect for safety techniques is embedded. Underpinning each unit is a research, design, make and evaluate process that encourages and allows every child to be successful without fear of failure; allowing children to aspire to be the best they can be. Success within DT may take many forms. Children can

experience the joy of problem solving, the satisfaction at designing a new or improved existing product, and the excitement of revealing a finished product made using the skills developed throughout each year group.

Our Design and Technology curriculum offer is inclusive and accessible to all, regardless of background or ability. We celebrate diversity and promote equality, providing opportunities for all learners to engage, participate, and thrive.

The 2014 National Curriculum for Design and Technology aims to ensure that all pupils:

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

Generosity

Optimism

Determination

Curiosity

Courage