



## Design and Technology at Redscope Primary School

### Intent

Design and Technology (D&T) provides the opportunity for children to develop knowledge, skills and the understanding to design and make a functional product. D&T lessons are a safe space for children to exercise and develop their English and Maths through reading, writing, researching, measuring and working out addition, subtraction, multiplication and division questions, for example. This is provided through a fun, engaging and real-world context. It is also a creative subject where creativity and innovation is nurtured and encouraged through design, and by exploring the designed and made world around us. Ultimately, children will develop and use a range of soft skills such as compassion, flexibility, positivity, time management, negotiation, problem solving and adaptability that will help to prepare them for a 21<sup>st</sup> century world.

D&T lessons will help to build our children's cultural capital as they learn, understand and discuss people, buildings, products, technology, marketing, packaging, architecture and design, to name a few, from around the world. This will allow them a whole host of real world knowledge and understanding to draw upon in future.

At Redscope, we follow the National Curriculum, which includes D&T as a compulsory subject in KS1 and KS2, with statutory programmes of study. D&T is also incorporated into EYFS continuous provision with some direct teaching of knowledge and vocabulary.

### Implementation

D&T is taught through a sequence of lessons that include both learning about the designed and made world and learning to design and make functional products for particular users and purposes.

Children acquire and apply knowledge and understanding of materials and components, mechanisms and control systems, structures, existing products, quality and health and safety. They will work both independently and collaboratively within lessons and will learn through a range of teaching strategies; including chances to observe and explore how things are made.

The curriculum is based on good quality resources and experiences. As we want to prepare children for a future world, teachers actively encourage children to think about important issues such as sustainability and enterprise when investigating and designing/making products.

The D&T curriculum has clear progression models and has been adapted to meet the needs of our pupils.

Children participate in three core processes within D&T: investigating and evaluating existing products; focused tasks to develop particular aspects of knowledge and skills; designing and making 'something' for 'somebody' or 'some purpose'. These three aspects come together to create a D&T project.

## Impact

The impact of the D&T curriculum is monitored through triangulation of outcomes: pupil voice, teacher assessment, planning, monitoring of books and displays, lesson learning walks, discussions with teaching staff, pupils and parents.

Pupils, parents and staff are regularly consulted about the curriculum and the impact that it makes.

The desired outcomes of the curriculum will ensure that pupils are well rounded students, ready to embark on secondary school education and beyond. They will be equipped with the foundations and knowledge to achieve success in later education. Pupils will know more and remember more through strong pedagogy and will be able to apply learning in new contexts. Through working with professionals from other schools, teachers have an awareness of KS3 expectations in D&T to ensure children are prepared by the time they leave Y6.

D&T is often one of a child's favourite subjects where they are able to make decisions and enjoy practical work. They are proud of the products they make and love to share them with their families.

Pupils will have an understanding of employment opportunities related to D&T and will be inspired for their future.