

Intention, Implementation Impact

Intention

Design and Technology has a planned sequence of lessons to ensure children have progressively covered the knowledge, understanding and skills required in the National Curriculum. Design and Technology aims to inspire children through a broad range of practical experiences to create innovative designs which solve real and relevant problems within a variety of different contexts. The interactive design process is fundamental and runs throughout the units of work. We encourage children to identify real and relevant problems, critically evaluate existing products and then take risks and innovate when designing and creating. Time is built in to reflect, evaluate and improve on prototypes using design criteria throughout to support this process. Opportunities are provided for children to evaluate key events and individuals who have helped shape the world, showing the real impact of design and technology on the wider environment and helping to inspire children to become the next generation of innovators.

Implementation

Design and Technology skills and understanding are built into lessons, following an iteractive process. However, this is not to say that this structure should be followed rigidly: it allows for the revision of ideas to become part of good practice and ultimately helps to build a depth to children's understanding. Through revisiting and consolidating skills, our lessons and resources help children build on prior knowledge alongside introducing new skills, knowledge and challenge. We suggest a specific series of lessons, which offer structure and narrative but are by no means to be used exclusively if the direction changes slightly. The revision and introduction of key vocabulary is built into each lesson. Teachers delivering DT as passionate about the subject and have experience in the subject area. Through these lessons, we intend to inspire pupils and practitioners to develop a love of Design and Technology and see how it has helped shaped the ever-evolving technological world they live in, modelling aspirations and career opportunities along the way.

Impact

The impact of using the full range of resources, will be seen across the school with an increase in the profile of Design and Technology. The learning environment across the school will have children's work displayed. We want to ensure that Design and Technology is loved by pupils across school, therefore encouraging them to want to continue building on this wealth of skills and understanding, now and in the future. Impact and progression is monitored and assessed by the lead teacher/teachers.