



Design Technology

Intent Implementation and Impact

Design and technology is an inspiring, rigorous and practical subject. Pupils acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Children develop a critical understanding of Design and Technology's impact on daily life and the wider world.

Intent

Monksdown children will be given opportunities to understand through teaching of the National Curriculum in Design Technology, that the built environment is the product of improvement and solutions to problems and opportunities.

The children will acquire and apply knowledge and understanding of:

- materials and components,
- mechanisms and control systems,
- structures,
- existing products,
- quality and value,
- relevant health and safety

They will experience the process of designing a solution to a problem, assessing its success, making refinements and repeating the process within the limitations - itself a learning process in Design

technology - of available resources, such that their design tasks are within their plausible experience and using materials that are available.

We recognise that specific basic construction techniques have to be taught first, including cookery, and children need to know that things are sequentially constructed.

Children will begin to appreciate interconnectedness and so will wherever possible contextualise Design Technology tasks to link with other-subject study areas and themes.

We will seek to inspire children to be creative, imaginative and skilful in handling equipment and required tools.

Implementation:

Design Technology will be delivered through the Lancashire creative curriculum.

The emphasis of our teaching of Design and Technology is on investigation, teaching skills and embedding areas of the curriculum. The children will be taught in a variety of ways including:

- focused practical tasks in which they develop and practice particular skills and knowledge;
- collating information about existing products and using these to develop ideas,
- design and make assignments which include review & improve elements,
- working as an individual, in groups or as a whole class,
- self & peer assessment of success.

The tasks children undertake will be contextualised with current History / Geography / Science / Computing and Art/design tasks, wherever it is sensible to make such links, within our two-year cycle.

Stand-alone skills will also be taught. Children are assessed annually for the purpose of reporting; full assessment of Key Stage / sub-Key Stage attainment is made at the end of such Key stages.

Impact

Monksdown children will:

- 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 and 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.
- Children will design and make a range of products.
- A good quality finish will be expected in all design and activities made appropriate to the age and ability of the child

Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Skills that are essential contributions to the creativity, culture, wealth and well-being of the nation.

