

Design and Technology Curriculum



Intent

At Beccles Primary Academy, we believe that Design and Technology helps all children to become astute and informed future consumers and potential innovators. Children should be inspired by this subject, seeing it as a way to develop and express their own ideas and solve problems in a safe and productive context.

While engaging in a variety of projects, they will deepen their understanding of the world around them and learn skills which will not only prepare them for the next stages of their education, but also make them ready to become healthy and resourceful adults.

Implementation

The aims of the National Curriculum have been carefully distributed so that strands are spread throughout KS1 and KS2 to ensure a balance of skills, as well as to give children the opportunity to revisit and develop skills and knowledge taught in previous years.

Design and technology will be linked to the learning themes to deepen understanding of technology within a historical, geographical or scientific context and provide a purpose for the creation of products.

Every year, children will work on three design technology projects. Each project will focus on a specific set of skills following the design, make, evaluate process. One of these projects will always be food and nutrition-based to improve children's understanding of the food they eat; the impact it has on their bodies and how easy it can be to create delicious and nutritional meals.

Children's work will be recorded in their books, including with the use of drawings and photographs. Children will be given design briefs at the start of a project and will use these to reflect on their own and others' successes, suggesting improvements where appropriate.

Impact

By the time children leave Beccles Primary Academy they should:

- Have an understanding of the impact of Design and Technology on the world.
- Learn to take risks when designing products.
- Be able to evaluate and test their ideas and products.
- Be resourceful, creative and capable citizens.

We measure the effectiveness and impact of our Design and Technology Curriculum in a variety of ways:

- Summative assessment - termly assessments take place to track pupils' progress against age-related expectations for DT
- Leaders' monitoring - lesson observations, learning walks, book scrutiny, pupil voice.
- Children in Foundation Stage are assessed within the Early Years Framework and their progress tracked using Tapestry observations.
- Formative assessment - assessment for learning takes place daily and is used to identify individual needs and to inform future planning..