Intent of the Design and Technology Curriculum

At Great Moor Junior School we aim to provide children with a DT education

*That encourages children to think and intervene creatively to solve problems both as individuals and as members of a team. 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.*

*the Design and Technology curriculum combines skills, knowledge, concepts and values*

*We aim to, wherever possible, link work to other subject areas such as mathematics, science, engineering, computing and art thereby enabling pupils to notice connections and patterns in their learning. . We also aim to, wherever possible, build relationships with local businesses and members of the school community.*

Implementation

We have a clear and comprehensive schemes of work in line with the National Curriculum. Whilst the National Curriculum forms the foundation of our curriculum, we make sure that children learn additional skills, knowledge and understanding and enhance our curriculum as and when necessary.

English, Maths and ICT skills are taught during discrete lessons but are revisited in Design Technology so children can apply and embed the skills they have learnt in a purposeful context.

Impact

Our DT Curriculum is developing to provide well thought out lessons and topics that demonstrate progression. In addition, we measure the impact of our curriculum through the following methods: reflection on standards achieved against the planned outcomes; pupil discussions about their learning, which includes discussion of their thoughts, ideas, processing and evaluations of work. As designers, children will develop skills and attributes they can use beyond school and into adulthood.

Design and Technology

Intent

At Great Moor Junior School we intend to build a Design Technology curriculum which develops learning and results in the gaining of knowledge and skills. Children will know more, remember more and understand more.

We intend to design a design technology curriculum with appropriate subject knowledge, skills and understanding as set out in the National Curriculum Design Technology Programmes of study. To fulfil the duties of the NC, we provide a balanced and broadly-based curriculum which promotes the spiritual, moral, cultural, mental and physical development of pupils and prepares them for the opportunities and responsibilities and experiences for later life.

We want to encourage our children to

Our DT curriculum provides children with opportunities to research, represent their ideas, explore and investigate, develop their ideas, make a product, which has a purpose and is for somebody and evaluate their work.

Our In DT curriculum aims are:

* Children to become problem solvers, who can work creatively on a shared project or independently on their own project.
* To develop imaginative thinking in children and to enable them to talk about what they like and dislike when designing and making;
* To enable children to talk about how things work, and to draw and model their ideas;
* To encourage children to select appropriate tools and techniques for making a product, whilst following safe procedures;
* To foster enjoyment, satisfaction and purpose in designing and making;
* To use ICT software to assist our designing and learning.

Implementation

* Clear and comprehensive scheme of work in line with the National Curriculum.
* The Design Technology National Curriculum planned for and covered.
* Delivery of design and technology projects with a clear structure (the yearly overview shows what topics children will cover across the year in each year group).
* Delivery showing clear following of the design process where each project fill follow: research, design, make and evaluate.
* Children have access to key knowledge, vocabulary and meanings to understand Design Technology and to use these skills across the curriculum (Knowledge Organisers). These are referred to throughout the year to consolidate key knowledge and vocabulary learnt.
* A range of skills will be taught ensuring that children are aware of health and safety issues related to the tasks undertaken
* Clear and appropriate cross curricular links to underpin learning in multi areas across the curriculum giving the children opportunities to learn life skills and apply skills to ‘hands on’ situations in a purposeful context.
* Whilst the National Curriculum forms the foundation of our curriculum, we make sure that children learn additional skills, knowledge and understanding and enhance our curriculum as and when necessary.
* DT books will be thoroughly marked and assessed against the curriculum objective. Children are also asked to self-evaluate their work.
* Independent learning: In design technology children may well be asked to solve problems and develop their learning independently.
* Collaborative learning: In design and technology children may well be asked to work as part of a team learning to support and help one another towards a challenging, yet rewarding goal.

Impact

* Children will have clear enjoyment and confidence in design and technology that they will then apply to other areas of the curriculum.
* Children will ultimately know more, remember more and understand more about Design Technology, demonstrating this knowledge when using tools or skills in other areas of the curriculum and in opportunities out of school.
* The large majority of children will achieve age related expectations in Design Technology.
* As designers children will develop skills and attributes they can use beyond school and into adulthood.