



## INTENT – We aim to ...

## Design & Technology 'on a page'



Develop children's understanding of products, how they function and are suitable for their intended users.

Teach children to evaluate, communicate, problem solve and make improvements.

Develop pupils' practical skills and techniques as they apply these to designing and making prototypes and products.

Teach children to understand and apply the principles of nutrition and learn basic food preparation skills.



## IMPLEMENTATION – How do we achieve our aims?

**Curriculum:** D&T is taught through thematic units as part of our Dimensions Curriculum (Pathfinders), in Skills Development Tasks and meaningful design and make projects for specified users e.g. the fairy. Learning takes place both inside and outside the classroom. Children use a range of materials and techniques, learning about mechanisms, structures and textiles. Food technology is also taught through PSHE.

**Recording:** Children have opportunity to work both individually and collaboratively to practice techniques and to design and make prototypes and products. Their work is celebrated in our Dimensions class floor books, displayed in our school environment and on our D&T progression display. It is shared with our wider

**Assessment:** Is through informal, ongoing, teacher-made judgements. In EYFS evidence is recorded on 'Tapestry' and tracked ('not/on track') three times during the year. In KS1, children show their recall of prior learning at the beginning of a unit through quizzes and discussions. Teachers observe whether children are making the 'expected' skills and knowledge development during projects and adapt teaching appropriately. Children are taught to evaluate and reflect on their own work and that of other designers.

**Vocabulary:** Communication is an important part of this subject, and children have many opportunities to learn, review and recall the specific vocabulary relating to **design** e.g. sketch/user, **making** e.g. tools/materials and **evaluation** e.g. suitable/check. Children grow their vocabulary in context, learning how to communicate and explain their ideas clearly.

**SEND (inclusion and adaptations):** Teachers use the Dimensions framework to plan for all children (including the More Able) to access activities at an appropriate level, making adjustments to adapt an activity or lesson delivery to ensure successful learning e.g. adapted recording systems/ using support staff or using specialised equipment e.g. squeeze scissors.

**EYFS:** Through thematic units in the Dimensions Curriculum (Explorers), children begin their knowledge building journey on the D&T strands of Food Technology, Users and Purposes, Product Research and Features, Invention and Development. They have opportunities to explore and to develop skills both in teaching focus groups and independently in the free flow area activities.

**Monitoring:** By regularly meeting with teaching staff, analysing relevant data and conducting 'open book' pupil interviews, the curriculum leader can evaluate children's understanding of and feelings about their D&T learning experience and can carefully monitor the quality of the learning provision. This ensures teaching and learning is effective and adapted where necessary.

**Disadvantaged children:** At Newhall Infants we believe that all children are entitled to equal access to the full Design and Technology curriculum regardless of attainment or social background.

**CPD:** Initial 'Dimensions' *Learning Means The World* training to take place in September 2023, lead by Sharon Dicken and Dimensions Team. Half-termly evaluating and training to develop further subject knowledge. Staff have also completed 'Subject Knowledge Audits' to identify areas for development.



## IMPACT – How do we know if we've achieved our aims?

Children will be able to use a range of materials, mechanisms and techniques safely to create useful products.

Children will be able to effectively communicate their design ideas in a range of different ways.

Children will be able to problem solve and be confident to alter a design.

Children will begin to make informed choices about food and nutrition and have basic food preparation skills.