Design and Technology

Intent, Implementation, and Impact

Intent

At Tollesbury School, our intention is to provide an inspiring, rigorous and practical Design and Technology curriculum which creates problem solvers for the future. We intend for all our children to become creative, innovative and practical thinkers. They will become reflective learners who can consider how a product can fulfill the needs and wants of the user as they move through the designing, making and evaluating process.

Children will develop a love of cooking and understand the need to eat healthily and nutritiously, which will provide the basis of a life-long practical skill.

Implementation

At Tollesbury School, Design and Technology is taught discreetly through a split curriculum. During one half term Design and Technology is taught through a published curriculum; Art is taught in the other half term. Design and Technology enriches other areas of the curriculum only where appropriate. This ensures Design and Technology is relevant but allows the curriculum to be personalised.

In each year group, children learn to design and generate ideas; develop and refine making skills; evaluate finished products and gain technical knowledge. Children acquire and apply these skills and knowledge through hands-on, practical projects in the fields of structures, textiles, mechanisms and mechanical systems; electrical systems; and cooking and nutrition. Children learn to work individually or as part of a team to create real-life, purposeful products for a particular user.

Teachers are given ownership and flexibility to plan and teach Design and Technology as a block of lessons, if appropriate, to allow the time needed for our children to be critical, inventive and reflective. 'Helping Hands' sessions are sometimes used where extra adult help is necessary.

Children are taught the health and safety rules relating to the task being undertaken. Art and Design and Design and Technology books are used to record stages of the design, make and

evaluate processes. Children enjoy looking back through these to understand how their knowledge, skills and ideas have developed throughout their school career.

Impact

The impact that our Design and Technology curriculum has is that, by the end of Year 6, our children have a toolkit of skills and technical knowledge that they can use to design, make and evaluate a range of real-life products. They can confidently or collaboratively solve the associated problems and hurdles encountered along the way.

This enables enjoyment of and pride in making a well-finished, detailed product which fits the design brief. This will provide a foundation for further Design and Technology studies in Key Stage three.

Here at Tollesbury School, we measure the impact through the following methods:

- assessment for learning and assessment of children against the National Curriculum
- triangulated monitoring (books, data, pupil voice) throughout the year by the Subject Lead
- staff meetings giving an opportunity to measure the progress between year groups and highlight areas for development
- moderation between year groups to ensure each teacher has the same high standards
- climate walks
- planning scrutiny by the subject lead and support where necessary

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