Design and Technology – Intent, Implementation and Impact

Intent

At Oldfield, we believe that a high-quality Design and Technology curriculum encourages a progression in creative thinking and problem-solving. Design and Technology is a practical subject providing opportunities for all children to design and make good quality products. We also trust that our children will develop key skills and attributes that they can use beyond school and into adulthood.

We intend for our children to:

- develop imaginative thinking and enable them to talk about what they like and dislike when designing and making
- talk about how things work from opportunities to investigate, design, make and evaluate their work
- select appropriate tools and techniques for making a product whilst following safe procedures
- develop an understanding of technological processes, products and their manufacture and their contribution to our society
- understand the importance of a varied diet
- foster enjoyment, satisfaction and purpose in investigating, designing and making

Assessment of the children's learning in Design and Technology takes the form of ongoing monitoring of the children's understanding, knowledge and skills using key questioning skills built into lessons by the teacher. Child-led assessment such as evaluation questions at the end of the unit and time for peer assessment is also used. Summative assessment is conducted twice a year by the teacher and shared with the subject leader to ascertain the competences of skills, knowledge and understanding of the children. This is recorded and tells us whether each individual child is working towards expected, at expected or above expected attainment for their age.

The assessment of Design and Technology is an on-going process by the class teacher. Teachers make continuous observations and take photographs of the children's practical skills as well as clear discussions with the children to gather an understanding of their critical thinking. Children are also encouraged to evaluate their own work by sharing their views and opinions about what they have learnt and produced.

Implementation

To ensure high standards of teaching and learning in Design and Technology at Oldfield, we implement a curriculum that is progressive throughout the whole school. To aid this progression, we have developed a list of key objectives and skills we believe the children should be working towards and developing in every year group. At Oldfield, we focus on 5 key strands of learning in Design and Technology: Materials and Structures, Mechanisms, Textiles, Food and Nutrition and Electrical Systems. When designing and making, we ensure we plan to cover the four elements of the design process; Investigate, Design, Make and Evaluate through creative and practical activities that engage and inspire.

Every class is presented with a Design and Technology floor book to document the children's learning and experiences. We believe that the use of a floor book offers grater opportunities for inquiry and practical based learning and can also be used as a tool for collaboration and allows greater inclusion for all children.

We dedicate three whole terms across a key stage phase (Key Stage 1, Lower Key Stage 2 and Upper Key Stage 2) where Design and Technology is taught weekly through blocked units. We feel this allows the children to gather a greater depth of the key idea they are studying at that time. We foster a 'Foundation in Rotation' approach to teaching where teachers that show great enthusiasm for Design and Technology, will teach it to all classes in their key stage phases. This enhances our curriculum by allowing well-thought out and exciting lessons to be taught. This approach also assists with the monitoring of the subject ensuring that the progression of skills is being taught

Impact

By ensuring we teach a high-quality Design and Technology Curriculum, we aim to encourage children to become creative problem-solvers, both as individuals and as part of a team. They learn the key elements of designing and making alongside progressing in a variety of key skills. We believe that Design and Technology will give the children opportunities will develop key skills and attributes that they can use beyond school and into adulthood.