

DT- Intent, Implementation and Impact



Intent

At Pottery Primary School we intend to build a Design Technology curriculum which is inspiring, challenging, and practical. We want our children to widen their knowledge and utilise their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. We highly value communication within our school and intend for our curriculum to widen their vocabulary. We intend for our curriculum to be inclusive by adapting our teaching and use of resources to ensure all children acquire appropriate subject knowledge, skills and understanding as set out in the National Curriculum. It is our aim to create strong cross curricular links with other subjects, such as Mathematics, Science, Computing, and Art. We want Design and Technology to prepare our children, to give them the opportunities, independence, and experiences they need to be successful in later life.

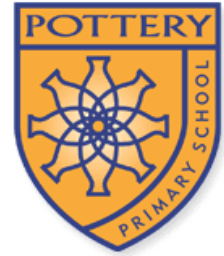
Implementation

We are dedicated to the teaching and delivery of a high-quality Design and Technology curriculum through adapting the PlanBee to develop a more personalised scheme of work that is and progressive; in line with the National Curriculum. The DT long term plan shows progression across year groups in all areas of DT: construction, materials and food/drink. We ensure our lessons are well planned and resourced, providing opportunities for hands-on learning with enriching experiences both inside the classroom and outside. We endeavour to teach a range of skills; ensuring that children are aware of health and safety issues related to the tasks undertaken. Each project from EYFS to Year 6 address the principles of designing, making, and evaluating and incorporating relevant technical knowledge, vocabulary and understanding. We strongly value communication and language within our school and aim for every child to speak knowledgeably and passionately in every subject. Pupils being introduced to specific designers, chefs, nutritionists, to inspire and develop an appreciation of human creativity and achievements to increase the cultural capital from which they can draw in the future. Throughout each key stage we have designed a progressive curriculum to teach new concepts but have ensured frequent opportunities to revisit their learning to enable the children to know more and remember more. We ensure collaborative learning: in which 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. DT days and enterprise week are planned throughout the year to provide children with real opportunities to design make and sell their products giving their learning a sense of purpose.

Impact

Outcomes will be visible throughout their topic books, display boards and photographs. At the end of each lesson and beginning of the next children demonstrate the knowledge they have retained and gaps/targets are identified. Children also record what they have learned comparative to their starting points at the end of every topic. As children progress throughout the school, they build upon their knowledge, skills and vocabulary to develop deep understanding. We aim that the large majority of children will achieve age related expectations in Design

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Technology but every child will have clear enjoyment and confidence in that they will then apply to other areas of the curriculum. Through carefully planned and implemented learning activities the pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. Our vision is that they will gain a firm foundation of knowledge and skills they can use beyond school and into adulthood to reach their full potential.