

Intent, Implementation & Impact

Design and Technology

Bowes Hutchinson's CofE VA Primary School

Intent:

At Bowes Hutchinson's Primary School, we ensure the subject Design and Technology is fully inclusive to every child. Our intent is to fulfil the requirements of the National Curriculum for Design and Technology by providing a broad and balanced curriculum. We intend to ensure the progressive development of knowledge and skills, enabling children to learn how to take risks, become resourceful, innovative, enterprising and capable global citizens. Through the evaluation of past and present Design and Technology, we intend to develop a critical understanding of its impact on daily life and the wider world. Our intent is for all children to participate successfully in an increasingly technological world using the language of Design and Technology which also promotes respect for our world, each other and everything in it.

The aims of teaching Design and Technology in our school are to:

- Develop deep creative, technical and imaginative thinking in children and to develop confidence and courage to participate successfully in an increasingly technological world.
- Enable children to talk about how things work and to develop their technical knowledge.
- Apply a growing body of knowledge, understanding and skills in order to design and make prototypes and products for a wide range of users.
- Encourage children to select appropriate tools and techniques when making a product, whilst following safe procedures.
- Develop an understanding of technological processes and products, their manufacture and their contribution to our society and the world.
- Foster enjoyment, satisfaction and purpose in designing and making things,
- Critique, evaluate and test their ideas and products, and the work of others in an environment of respect.
- Understand and apply the principles of nutrition and to learn how to cook.
- Understand how key events and individuals in design and technology have helped shape the world.

Implementation:

To ensure high standards of teaching and learning in Design and Technology, we implement a curriculum that is progressive throughout the whole school. Design and Technology is taught as part of a cross-curricular termly topic, focusing on the knowledge and skills stated in the National Curriculum. At Bowes Hutchinson's, we ensure that Design and Technology is given the same importance as the core subjects, as we feel this is vital in enabling all children to gain 'real-life' experiences and to provide maximum opportunities to embed deeper learning.

The Design and Technology curriculum at Bowes Hutchinson's Primary School is based upon the 2014 Primary National Curriculum in England, which provides a broad framework and outlines the knowledge and skills taught in each Key Stage. Teachers

plan lessons for their class using our progression of knowledge and skills document. Teachers use this document to plan their Design and Technology lessons suitable to their class's interests. The progression document also ensures the National Curriculum is covered and the skills/knowledge taught is progressive from year group to year group enabling children to acquire knowing and remembering at a deeper level.

When teaching Design and Technology, it is engaging, broad and balanced, providing a variety of opportunities for learning to take place both inside and outside the classroom.

At Bowes Hutchinson's Primary School, we make use of the extensive grounds and outdoor learning areas when planning for the students. We are a Forest School provider and so we maximise opportunities to construct, build, trial, test and evaluate Design and Technology products outdoors. Children also transfer their knowledge and skills of gardening and growing vegetables in our poly-tunnel and vegetable patches, by cooking in our school kitchen. Cooking skills are also carried during the Forest School sessions, through the use of our fire wok.

Educational visits are another opportunity whereby additional Design and Technology learning outside the classroom takes place. The children have visited local museums, food establishments and have had visitors into school to share learning and learn new skills through hands on, real life experiences. The schools popular and well supported After School Cookery Club provides further opportunity for children to extend and develop their knowledge and skills of food technology.

Our recently installed state of the art teaching and training kitchen has enabled children to use this facility on a weekly basis, alongside access to the smart screen tv which allows for the teaching and learning experiences to be enhanced, deepened and remembered.

Impact:

Within Design and Technology, we strive to prepare children to take part in the development of tomorrow's rapidly changing world. We aim to encourage children to become creative problem-solvers, both as individuals and as part of a team. Through the study of Design and Technology, children combine practical skills with an understanding of aesthetic, social and environmental issues, as well as of functions and industrial practices. This allows them to reflect on and evaluate present and past design and technology, its uses and its impact. Our Design and Technology curriculum is high quality, well thought out and is planned to demonstrate progression. We focus on progression of knowledge and skills and discreet vocabulary progression also form part of the units of work.

We measure the impact of our curriculum through the following methods:

- Assessing children's understanding of topic linked vocabulary before and after the unit is taught.
- Summative assessment of pupil discussions about their learning.
- Images and videos of the children's practical learning.
- Interviewing the pupils about their learning (pupil voice).

- Moderation staff meetings where pupil's projects which are written and recorded in books are scrutinised and there is the opportunity for a dialogue between teachers to understand their class's work.
- Annual reporting of standards across the curriculum.
- Marking of project and written work in books.