Design and Technology

Intent

At Clifton Primary School we intend to build a Design Technology curriculum which develops learning and results in the acquisition of knowledge and skills. Children will know more, remember more and understand more.

We intend to design a design technology curriculum with appropriate subject knowledge, skills and understanding as set out in the National Curriculum Design Technology Programmes of study, to fulfil the duties of the NC whereby schools must provide a balanced and broadly-based curriculum which promotes the spiritual, moral, cultural, mental and physical development of pupils and prepares themfor the opportunities and responsibilities and experiences for later life

Implementation

- Clear and comprehensive scheme of work in line with the National Curriculum. The Design Technology National Curriculum and EYFS is planned for and covered in full within the EYFS, KS1and KS2 school curriculum. Whilst the EYFS and National Curriculum forms the foundation of ourcurriculum, we make sure that children learn additional skills, knowledge and understanding and enhance our curriculum as and when necessary.
- Delivery of design and technology projects with a clear structure. Each year group will undertake aconstruction topic, a textile topic and a food/drink/ nutrition topic.
- Delivery showing clear following of the design process where each project fill follow: research,design, make and evaluate.
- A range of skills will be taught ensuring that children are aware of health and safety issues relatedto the tasks undertaken.
- Clear and appropriate cross curricular links to underpin learning in multi areas across the curriculumgiving the children opportunities to learn life skills and apply skills to 'hands on' situations in a purposeful context.
- Our Design and Technology curriculum is linked to our school values: The Seven Cs: Commitment, Communication, Creativity, Curiosity, Craftsmanship, Confidence; Collaboration:
    - Confident learning: In design technology children may well be asked to solve problems anddevelop their learning independently. This allows the children to have ownership over their curriculum and lead their own learning in Design Technology.
    - Collaborative learning: In design and technology 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.
    - Committed learning: children may be asked to solve problems that take some time to overcome and children will need resilience and perseverance to see the process through.
    - Communicative learning: children will need to communicate their learning in a variety a ways, including when they work as part of a team or presenting their findings of final project.
    - Curious learning: children will ask questions and find possible answers then decide on the possible best solution(s)
    - Craftsmanship learning: children will always aspire to do their very best and be inspired by the vest best.
    - Creative learning: children will use their 'creative juices' to look at problems from different angles and be creative in possible solutions. Children will 'create' as part of the design, make, evaluate process.

Impact

- Children will have clear enjoyment and confidence in design and technology that they will then applyto other areas of the curriculum.
- Children will ultimately know more, remember more and understand more about Design Technology,demonstrating this knowledge when using tools or skills in other areas of the curriculum and in opportunities out of school.
- The large majority of children will achieve age related expectations in Design Technology.
- As designers children will develop skills and attributes they can use beyond school and intoadulthood.