



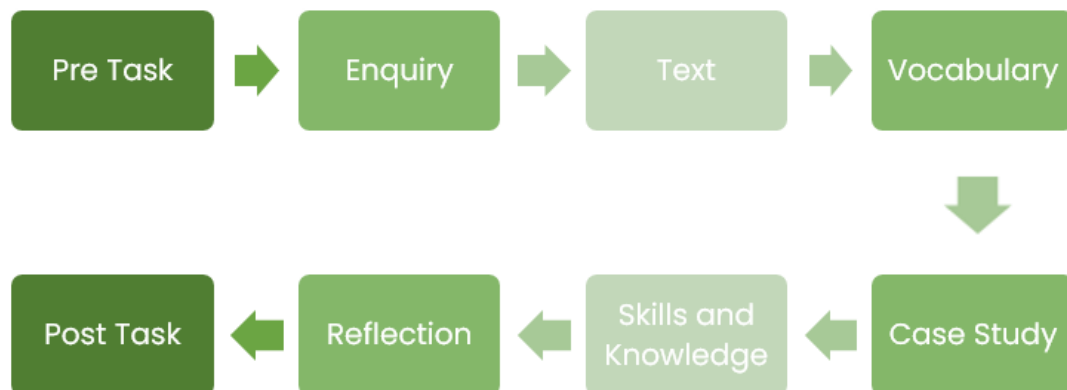
Design and Technology

INTENT

At Barmston Village Primary School in Design and Technology our intent is to stimulate a child's creativity and imagination to design and make products that solve real and relevant problems in a variety of contexts. Our units are ambitious, challenging and are underpinned by the National Curriculum. We recognise the importance of a high quality design and technology education to support the creativity, culture, wealth and well-being of our children, regardless of their ethnic origin, class, gender, disability or social disadvantage. Our children are encouraged to use their knowledge and understanding of materials as well as skills to make prototypes and products for a range of uses. They learn to critique, evaluate and test theirs and others' ideas and products as well as learn how to cook using their knowledge and understanding of nutrition. Our broad and balanced curriculum promotes the spiritual, moral, cultural, mental and physical development of pupils and experiences encourage children to be aspirational, giving them the opportunity to use their experiences later in life and employment.

IMPLEMENTATION

Foundation curriculum teaching cycle explained:



Key drivers within Design and Technology units are:

- Asking of technological questions
- Teaching of subject specific vocabulary
- Application and use of skills such as: designing, building, computer, cooking, cutting etc
- Reading enhancement through wider subjects (Reciprocal Reading approach)
- Showcase/communicate their information/knowledge by building or creating a product

- Reflect and revisit to aid long term memory

IMPACT

Pupils at Barmston Village Primary School will have a solid understanding of Design and Technology as well as cooking nutritional food. This is underpinned by having knowledge, planning, constructing and evaluation skills as well as research skills using secondary resources from local engineers, chefs and beyond. The children should not only acquire the appropriate age related knowledge linked to the Design and Technology curriculum, but also skills which equip them to progress from their starting points, throughout their everyday lives and into their next stage of education, training or employment.

. This is measured by:

- Pupil voice
- Book monitoring
- Teacher/parent voice
- End of unit post tasks
- Revisit at the end of the year to aid long term memory/retention

