

St Ethelbert's Intent, Implementation and Impact - DT

Intent

Design and Technology is an inspiring, rigorous and practical subject which encourages children to think, learn and intervene creatively to solve problems both as individuals and as members of a team. At St Ethelbert's, we encourage children to work reflectively and use their creativity 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 aim to, wherever possible, link work to other disciplines such as Mathematics, Science, Engineering, Computing and Art. The children are also given opportunities to reflect upon and evaluate past and present Design Technology and its uses and effectiveness. They can test and critique their own work and the work of others. Children are encouraged to become ambitious innovators and risk-takers through their resourcefulness and skills as innovative thinkers. We also teach our pupils the principles of nutrition and provide them with cooking skills, so that they can grow to be healthy, self-sufficient individuals.

Implementation

Teachers plan lessons for their class using a Design and Technology scheme of work which provides progression of knowledge and skills. Our curriculum is covered and the skills/knowledge taught is progressive from year group to year group. When teaching Design and Technology, teachers are able to follow the children's interests to ensure their learning is engaging, broad and balanced. Children showing extensive aptitude in Design and Technology will be celebrated. We provide a variety of opportunities for Design and Technology learning to take place inside and outside the classroom. The children have visited local museums and had visitors into school to share learning and have hands on experiences. Children also have the opportunity to attend Design and Technology clubs, including Cooking Club. Teachers make use of the extensive grounds and outdoor learning area when teaching Design and Technology.

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 measure the impact of our curriculum through the following methods:

- Assessing children's cold and hot mind maps
- 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).

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- Moderation staff meetings where pupil's 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 work in books.

