

Design Technology (DT)

Intent: what are we trying to achieve?

Our design and technology curriculum is planned and sequenced so pupils should leave Anns Grove having gained a thorough understanding of the design cycle and its steps: analysing, designing, building, testing and evaluating. In addition to this, we want pupils to thoroughly develop the skills and knowledge needed to use a range of challenging tools and materials as laid out by the National Curriculum. Our curriculum should prepare all pupils for the next stage in their education. We want all pupils to recognise the importance of design and technology, and the contributions it makes to the creativity, culture, wealth and well-being of humankind. By the time pupils leave Anns Grove, we intend for them to be confident in using their creativity and imagination to apply the design and technology skills they have learnt to solve real and relevant problems.

Implementation: how are DT lessons being delivered?

Through using the National Curriculum and our own supporting documentation, teachers are able to ensure that pupils are building on their previous learning, being challenged at an age and ability-appropriate level and moving towards the next year's expectations. There is a clear progression in the skills and knowledge that pupils use whilst moving through the school. Lessons are engaging and are based around a range of challenging and relevant projects. All design and technology lessons the pupils take part in are sequenced to follow the design cycle, and children are encouraged to work as professional product designers would. Lessons are rich with subject-specific vocabulary which pupils are encouraged to use to express their ideas. High-quality tools and materials are used to ensure that pupils recognise the importance of design and technology as a subject. Links to maths, science and computing are built into lessons where appropriate and necessary.

Impact: what difference is DT making?

At Anns Grove, pupils are equipped with the knowledge, skills and understanding to analyse, design and build their own products that solve real and relevant problems in a variety of contexts. Through taking part in a range of engaging projects, and participating in other activities linked to design and technology, pupils further their 'cultural capital' and knowledge of the world around them. Success in design and technology improves pupils' creativity, confidence and resilience. Pupils leave Anns Grove with the skills, knowledge and personal attributes which render them ready for success in design and technology at Key Stage 3 and beyond.