

D&T Intent, Implementation, Impact Curriculum Statement



Intent

At St Hugh's School, we believe that a high-quality Design and Technology curriculum is a crucial part of learning, preparing children to take part in the development of a rapidly changing world. Creative thinking encourages children to make positive changes to their quality of life. Design and Technology lessons encourage children to become independent and creative problem-solvers, both as individuals and as part of a team. D&T enables children to identify needs and opportunities and to respond by developing ideas and eventually making products and systems, combining practical skills with an understanding of aesthetic, social and environmental issues, as well as functions and industrial practices. This allows them to reflect on and evaluate present and past Design and Technology, its uses and its impacts.

- Children will become discriminating and informed consumers and potential innovators.
- Children design products with a purpose in mind and an intended user of the products.
- Food technology is implemented across the school with children developing an understanding of where food comes from, the importance of a varied and healthy diet and how to prepare this.
- The D&T curriculum is delivered through lessons linked to topics where appropriate and also as discrete lessons, in order to ensure skills are covered thoroughly and built upon throughout the school. This ensures learning is deep and transferable year on year.
- Children will be reflective and evaluate their work, thinking about how they can make changes and keep improving. This will be continuous throughout the school, with evidence of age-related verbal and written reflection.
- Children will embrace challenging activities, experimenting and persevering. They will be able to reflect on why some ideas and techniques were successful or not for a particular project.

Implementation

- Design and technology is taught in a logical progression, encouraging a design and make process that repeats and builds year on year in order for all pupils to acquire the intended knowledge.
- The teaching of Design Technology across the school follows the National Curriculum through the use of Design and Technology Association's 'Projects on a Page' documents.
- Teachers may choose to deliver DT as a blocked day/week if this is easier to facilitate and immerse the children in longer projects.
- Projects will be planned around the six key elements of 'user, purpose, functionality, design, innovation and authenticity' and this will be evidenced in work books and/or specific project booklets in KS2 and where appropriate KS1. Photographs and observations will form the main body of evidence in EYFS and KS1.
- Trips and visiting experts will enhance the learning experience.
- Assessment will identify a profile of achievement across each of the six aforementioned elements.

Impact

Our DT curriculum is planned to nurture and encourage creativity and innovation and prepare children with skills that are transferrable into future work life. Children gain skills in collaboration, investigation, construction and designing and these skills are built on year on year. They learn to

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evaluate their finished products in terms of strengths and weaknesses and suggest ways to adapt and improve.

- If children are keeping up with the curriculum, they are deemed to be making good or better progress.
- As in all other areas of the curriculum, assessment is an integral part of the teaching process. Class Teachers will keep records of work carried out by the children and use a holistic approach to assess progress including pupil's knowledge and ability to discuss and evaluate their work.