

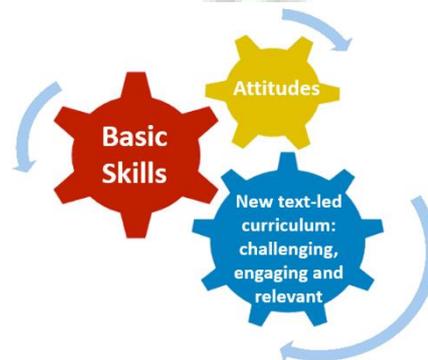
Design and Technology Policy Document

Introduction and Wider Curriculum Intent

At Carnagill School, our curriculum is built around the attitudes and values of independence, curiosity, aspiration, commitment, kindness and pride. Our school motto of 'Inspiring Bright Futures Together' demonstrates our commitment to developing the whole child so that they can succeed in life. Mental health and well-being is a key driver in restoring our school community after the disruption of the pandemic.

We believe that the curriculum we offer our children will:

- Respond to the shifting needs of our changing and diverse community
- Have high quality and engaging learning opportunities
- Be practical, flexible and provide real life experiences
- Develop the whole child – social, emotional, moral and spiritual development
- Promote positive well-being and develop resilience and emotional regulation
- Develop an understanding of their place in their community and in the world
- Be knowledge and skills based which will prepare the children for life
- Create a lifelong love of learning



Intent, Implementation and Impact

Through our Design and Technology curriculum we aim to deliver a curriculum which is accessible to all and that will maximise the outcomes for every child so that they develop lifelong skills and knowledge.

Design and Technology is an inspiring, rigorous and practical subject. It encourages children to learn to think and work creatively to solve problems both as individuals and as members of a

team. We encourage children to use their creativity and imagination, 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 curriculum areas such as maths, English, science, computing and art.

Basic Skills and Attitudes across the Curriculum

The quality of education is underpinned by:

Basic Skills	Attitudes
Talk	Independence
Vocabulary	Commitment
Handwriting	Aspiration
Spelling and grammar	Kindness
Arithmetic (as appropriate)	Pride
	Curiosity

Intent

At Carnagill, we aim for a high-quality Design and Technology curriculum which engages and inspires children. Our curriculum provides children with opportunities to develop and extend their knowledge and skills and to be able to express their individual interests, thoughts and ideas.

Our curriculum is skills-based and, over time, children will develop their knowledge and skills within a range of contexts and mediums.

Design and Technology provides children with an opportunity to use their creativity and imagination to design and make products, considering their own and others' needs, linking their learning to other subjects across the curriculum such as science, maths and art.

Implementation

Curriculum design:

Our Design and Technology curriculum is taught through engaging and exciting topics where children are given opportunities to link their learning in a cross-curricular way, through a journey based approach, as well as creating links to real-life.

We aim to ensure that children:

- produce creative work, exploring their ideas and recording their experiences
- Evaluate and analyse creative work, using language related to Design and Technology
- Know about past and present craft makers, designers and inventors
- Understand the historical and cultural development of designs and technologies

Key Questions:

Design and Technology lessons are linked to a 'key question' relating to the children's current topic. This develops the children's natural sense of curiosity and creates links within the children's learning, allowing them to understand how all learning is connected through the curriculum.

Within Design and Technology, children explore ways to represent and express their own ideas and creativity, as well as show their knowledge and understanding of other subjects.

Knowledge:

Key skills and knowledge is a high priority at Carnagill. Key knowledge and skills for Design and Technology are selected from the National Curriculum and have been mapped across the school to show a clear progression from EYFS to KS1 and then to KS2. Basic skills underpin all learning throughout our Design and Technology curriculum.

Children are encouraged to build on their independent learning skills, allowing them to build ownerships of their work and resilience.

Our children are provided with opportunities to use their own imagination, creativity and ideas, designing and making products for their own and other's needs.

Teaching:

Within our Design and Technology lessons we use a variety of teaching styles. Our main aim is to develop children's knowledge, skills, vocabulary and understanding. Learning opportunities will include individual, small group and large group work to give children the opportunity to share their ideas and reflect upon their work, thinking critically and creatively. Children are encouraged to build on their independent learning skills, allowing them to build ownerships of their work and resilience. Direct teacher inputs will be used to develop children's understanding of skills and techniques as well as correct vocabulary. Journey based learning will give children the opportunity to share their own thoughts, ideas and feelings.

Teaching and learning shows the progression of skills as children move throughout school. In line with the National Curriculum, children learn basic Design and Technology skills such as designing, cutting, shaping, joining and finishing in EYFS and KS1 and are able to refine and develop these skills during KS2. Key knowledge and skills have been mapped across the school to show a clear progression from EYFS to KS1 and then to KS2. Basic skills underpin all learning throughout the Design and Technology curriculum.

Children will be given constructive, verbal feedback when a piece of work is finished and next steps where appropriate, with further opportunities to improve their work and ensure that their skills are being developed.

The evidence of children's work is collected within a topic book which follows the children from KS1 throughout school. This work may also include photographs of larger, group or 3D pieces.

Vocabulary Development:

Vocabulary and the development of vocabulary is at the heart of our curriculum. Our children will be introduced to a range of subject specific vocabulary throughout the topics they learn about each year. This vocabulary will be highlighted and modelled during teaching time. Teachers will have high expectations that children will try to use correct vocabulary and encourage them to do so. The development of vocabulary and prioritising of talk will help children to build transferable skills to allow them to communicate and share their learning.

Impact

Children will:

- Know more, remember more and understand more
- Be excited and proud of their learning, keen to share it with others
- Understand the links between Design and Technology and other curriculum areas through our journey based approach

- Retain knowledge and skills and understand how to use and apply this in their own Design and Technology work
- Understand what it means to be an 'inventor'
- Be able to use relevant, subject specific vocabulary for Design and Technology
- Learn how to take risks within their learning, becoming resourceful, innovative and independent

Expectations- DT

EYFS

I can choose materials, decide which techniques are needed and create with a purpose.

Year 1

To make products to meet a basic design brief.

To know how to join and strengthen.

To know how to follow a simple recipe.

To use and understand vocabulary including; saw, glue, cut, stitch, cook and bake.

Year 2

To design, make and evaluate products and use relevant materials, discussing their plan and detailed labels.

To know a range of simple sewing techniques e.g. running stitch.

To demonstrate safe use of tools such as a saw, knife, grater and peeler.

To use and understand vocabulary including; sew, needle, thread, eye, know, tearing, folding, axle, wheel and dowel.

LKS2

To produce a clear design for a product and begin to reassess during the making process.

To be able to choose suitable materials and tools to create a product.

To cook sweet and savoury dishes, taking care of hygiene.

To use and understand vocabulary including; brief, design, joining and reinforce.

UKS2

To produce a detailed design, make a high quality product and evaluate, exploring ways to improve a product to match a brief.

To know how to use a variety of stitches to join fabric and to understand the purpose of a seam.	To design, cook and safely store a balanced meal, including meat.
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To use and understand vocabulary including; nutrition, prototype, stiffen, organic, process and sustainable.

