

Design Technology Curriculum at Dimple well

Intent

It is the intent of Dimple Well Infant School and Nursery for Design Technology to be taught in all year groups through at least one topic per term, which includes one topic relating to food where we teach children to apply the principles of nutrition and learn how to cook. Design and Technology is taught as part of a broad and balanced curriculum. Our aim is for all children to enjoy the elements of design technology as part of our fully inclusive ethos of the school and to develop skills and positive attitudes that allow them to have success in a variety of projects. Our aim is for children to think creatively, to be engaged, inspired and challenged. The subject encourages children to become autonomous and creative problem solvers, both as individuals and as part of a team and respond to a design brief with a range of ideas and systems.

Children should be able to explore and experiment with a variety of materials and tools, confidently applying them to their work. It enables them to identify needs and opportunities and respond by developing ideas and eventually making products and systems. Children should combine practical skills with other needs such as function and aesthetics, and evaluate their work in a critical manner. We aim to, wherever possible, link work to other disciplines such as English, Mathematics, Science, Computing and Art. In addition, the profile of Design Technology is raised through our whole school INSPIRE event in the Autumn Term when we design and make a collaborative display for the annual Ossett Scarecrow festival.

Implementation

The teaching and implementation of Design Technology follows the National Curriculum Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in the process of designing and making. Key skills and key knowledge for Design Technology have been mapped across the school to ensure progression between year groups. This also ensures that there is a context for the children's work; that they learn about real life structures and the purpose of specific examples, as well as developing their skills throughout the programme of study. Design and technology lessons are also taught as a block so that children's learning is focused throughout each unit of work. Children design products with a purpose in mind and an intended user of the products. Food technology is implemented throughout school with children developing an understanding of where food comes from, the importance of a varied and healthy diet and how to prepare food using basic kitchen utensils

Impact

Assessment of children's learning in Design Technology is an ongoing monitoring of children's understanding, knowledge and skills by the class teacher throughout lessons. This assessment is then used to inform differentiation, support and challenge required by the children. Summative assessment is conducted by class teachers across each year group to inform the subject leader of progress or skills and knowledge still to be embedded. Design Technology is also monitored by the subject leader throughout the year in the form of monitoring children's work, lesson observations and pupil interviews to discuss their learning and understanding and establish the impact of the teaching taking place. Design Technology assessment to inform teachers with their planning, lesson activities and differentiation. Summative assessment is completed at the end of each unit to inform leaders of the improvements or skills that still need to be embedded.