

Helmshore Primary School



Design and Technology Curriculum: Intent, Implementation & Impact

"To become the best designers we are able to be"

At Helmshore Primary School we intend to build a Design Technology curriculum which is inspiring, rigorous, and practical. We want our children to think like designers and use 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 intend for all children to acquire appropriate subject knowledge, skills and understanding as set out in the National Curriculum. It is our aim to create strong cross curricular links with other subjects, such as Mathematics, Science, Computing, and Art and to provide children with opportunities to develop their skills using a range of media and materials and to explore and evaluate different creative ideas. Children develop their knowledge of the styles and techniques used by a variety of designers, chefs, architects, engineers and craftspeople. We want Design and Technology to prepare our children, to give them the opportunities, responsibilities, and experiences they need to be successful in later life.

"Design is not just what it looks like and feels like. Design is how it works." - Steve Jobs

Implementation:

Design and Technology is a crucial part of school life and learning and it is for this reason that as a school we are dedicated to the teaching and delivery of a high-quality Design and Technology curriculum. This is implemented through:

- A well thought out, whole school, yearly overview of the DT curriculum which allows for progression across year groups in all areas of DT (textiles, mechanisms, structures, food and electrical systems).
- Well planned and resourced projects providing children with a hands-on and enriching experience.
- A range of skills being taught ensuring that children are aware of health and safety issues related to the tasks undertaken.
- Teachers being given ownership and flexibility to plan for Design and Technology; often teaching DT as a block of lessons to allow the time needed for the children to be critical, inventive and reflective on their work.

- Each project from EYFS to Year 6 addressing the principles of designing, making, and evaluating and incorporating relevant technical knowledge and understanding in relevant contexts.
- Pupils being introduced to specific designers, chefs, nutritionists, etc. helping to engender an appreciation of human creativity and achievement and increase the cultural capital from which they can draw in the future.

As Helmsore Primary school, we promote Design and Technology through homework activities, extra-curricular activities, competitions and community links. We have a school allotment that engages pupils in lots of practical, outdoor activities linked with growing and harvesting food.

Early Years Foundation Stage

The teaching of design and technology at Helmsore Primary School begins with and builds on the Early Learning Goal for Creating with Materials within the EYFS. We introduce children to “becoming the best designers we are able to be” at an early stage. We provide a range of experiences that encourage exploration, observation, problem solving, critical thinking and discussion. These activities, both indoors and outdoors, and through focused teaching and self-initiated learning attract pupils’ interest and curiosity. Activities are linked to children’s interests and experiences give children experiences working with different materials, using simple tools such as scissors and joining materials when making models.

During the EYFS pupils explore and use a variety of media and materials through a combination of child initiated and adult directed activities. They have the opportunities to learn to:

- Use different media and materials to express their own ideas
- Use what they have learnt about media and materials in original ways, thinking about form, function and purpose
- Make plans and construct with a purpose in mind using a variety of resources
- Develop skills to use simple tools and techniques appropriately, effectively and safely
- Select appropriate resources for a product and adapt their work where necessary
- Cook and prepare food adhering to good health and hygiene routines

Impact:

Children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum. Through carefully planned and implemented learning activities the pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. They gain a firm foundation of knowledge and skills to see them equipped to take on further learning in Secondary School. Pupil’s skills and knowledge are continually assessed by the class teacher, throughout lessons and a summative assessment is completed termly. This informs the Design and Technology subject leader of any further areas for curriculum development, pupil support and any training requirements for staff.