

Our Design and Technology curriculum is designed to deliver a rich and engaging learning experience that equips pupils with the skills, knowledge, and understanding needed to explore, create, and innovate with confidence. We follow the Kapow scheme of work for Design and Technology. This guides children through problem-solving design, make, and evaluate challenges, helping them to develop both critical thinking and practical skills.

Our intention is to ignite a passion for creativity and innovation in our future architects, engineers, designers, and chefs through a range of technical and skills-based disciplines.

Implementation

Sequencing and Progression

- Units across each year group and through the school will build on each other, allowing opportunities for retrieval assessment and development of skills.
- Teachers use the scheme to break each unit into individual lessons which build up to a final outcome or task to showcase the skills and knowledge developed.
- There are 4 main areas covered across the school: textiles, mechanical systems, structures and electrical systems/digital world. Each year group will also have an opportunity to explore cooking and nutrition. In this way, students get a breadth of knowledge and skills as well as having the opportunity to deepen their skills when returning to one of the areas.

Assessment and Feedback

- Throughout each unit of Design Technology, staff model, monitor, address misconceptions and support the development of technical skills.
- Due to the progression of units and lessons, teachers are able to create opportunities for both recall and development of knowledge. These will be in the form of both questioning and task-based assessments.
- Opportunities for children to communicate using technical vocabulary will also form part of the assessment process in each unit.
- Students will have a chance to create a 'final piece' which will allow them to apply their skills, as well as the teacher chance to assess their development from the unit.

The Living Curriculum

Children are encouraged to use Design and Technology skills in various ways to support and enrich their learning as well as in open-ended, creative ways. In this way, they apply their skills in various contexts and have the chance to develop both their skills and enjoyment for the subject.

We seek on-going opportunities to work with outside agencies to explore and discuss how Design and Technology is used in real-life. This has included class visits to local eco home, visits from Urban and Civic as well as local trips and visits to local businesses such as Pizza Express.

Impact

Pupils develop the knowledge, skills and creativity needed to design, make and evaluate purposeful products. As they progress through the school, pupils build on prior learning and develop increasing confidence in using a range of tools, materials and techniques. They learn to think critically about design, solve problems, and evaluate their work and the work of others. By the end of primary school, pupils will have developed practical skills, resilience and creativity, alongside an understanding of how design and technology shapes the world around them.

Useful Links

