

Intent

We believe that high-quality DT lessons will inspire children to think independently, innovatively and develop creative, procedural and technical understanding. Our DT curriculum provides children with opportunities to research, represent their ideas, explore and investigate, develop their ideas, make a product and evaluate their work. Children will be exposed to a wide range of media including textiles, food and woodwork; through this, children will develop their skills, vocabulary and resilience.

We emphasise the importance of Design Technology in the wider world. Children develop a critical understanding of its impact of DT on daily life and it's relevance in our rapidly changing world.

Implementation

The design and technology curriculum at Blofield is based upon the 2014 Primary National Curriculum in England, which provides a broad framework and outlines the knowledge and skills taught in each Key Stage.

In order to maintain a high profile of DT at this school, we plan for a DT week or challenge every term which spans across the school. This ensures that DT is awarded a significant amount of time which in turn allows the children to master specific skills and become absorbed in their DT learning. It also supports progression across the school, in line with the curriculum, as each year group will have a focus more challenging than the previous year, yet building on skills they have already learnt.

In addition to these DT weeks, DT is also embedded into half-termly topics and explored in Forest School. Each year group is given the opportunity to take part in a whole term of Forest School with a specially Forest School trained teacher, where they practise a range of skills, such as cutting, hammering and manipulating materials for a specific outcome. This is child-led and enables the each child to gain 'real-life' experiences, take risks and problem solve on their own. Additionally, each week during this time the children have a chance to cut, prepare and cook food on the fire.

Impact

Children will have clear enjoyment and confidence in design and technology

Children will develop the creative, technical and practical expertise needed to perform everyday tasks and to excel in a range of practical tasks

Children will build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users and critique, evaluate and test their ideas and products and the work of others.

Finally they will understand and apply the principles of nutrition and learn how to cook. Children will design and make a range of products. A good quality finish will be expected in all design and activities made appropriate to the age and ability of the child.

Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.