Design and technology at Ellwood Community Primary School

Intent

At Ellwood Community Primary School we provide all children with a broad and balanced curriculum which prepares them for life beyond primary education. 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.

Design and Technology is an inspiring, rigorous and practical subject. It can be found in many of the objects children use each day and is a part of children's immediate experiences. Design and Technology encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. Our Design and Technology curriculum combines skills, knowledge, concepts and values to enable children to tackle real problems. It can improve analysis, problem solving, practical capability and evaluation skills. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. The children are encouraged to become innovators and risk-takers. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

The curriculum for design and technology aims to ensure that all pupils

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- 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
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

Implementation

Planning

- **Long term**: National Curriculum and Development Matters, three-year rolling programme of topics showing links to other curriculum subjects
- **Medium term**: Teachers plan in-depth coverage in a medium term plan, following the objectives in the Skills and Knowledge breakdown for Design and Technology, which is recorded on a termly planning overview for all subjects.

Teaching and learning

- Children and parents given a pupil overview of each topic identifying the skills and knowledge that will be covered
- Through our teaching, we will encourage children to find out more about the use of materials, structures and mechanisms
- Children will be taught how to select appropriate tools for the task and to handle a range of equipment safely
- Displays will be used to celebrate the pupils' work both in their class and around the school
- We will develop deep subject knowledge and key skills while differentiating work for all abilities and year groups

Assessment

- Ongoing assessment during lessons and from tasks completed informs planning for lessons, coverage recorded on skills and knowledge overview and pupil's progress on Insight Tracker
- Monitoring of teaching and learning by subject lead will include planning scrutinies, book looks and lesson observations to ensure appropriate coverage of curriculum and differentiation is in place

Impact	✓ Children enjoy design and technology lessons and will know and understand more about designs and designers ✓ Children are encouraged to develop independent research skills to further their own enjoyment and fascination about technology ✓ As designers, children will develop skills and attributes they can use beyond school and into adulthood ✓ Expectations for written work in design and technology are high and match standards in other subjects such as English ✓ Displays of DT projects demonstrate progression across the school ✓ Pupils are able to discuss their learning, including discussion of their thoughts, ideas, processing and evaluations of work ✓ Children are able to evaluate and improve their work