



**North Newton
Community Primary School**
"Together We Achieve"

SubjectDesign and Technology.....

At North Newton Community Primary School (NNCPS), children have a sense of belonging in a supportive, happy environment, where their range of talents will be nurtured, enabling them to flourish and achieve excellence. Every child is valued as a unique person and can develop their sense of discovery, expectation and wonder. We embrace our Whole school values 'Together we achieve', which enables us to be compassionate and responsible members of our community and make positive contributions to society. We thread through our curriculum the 6 main themes - SAFE, PREPARED, TOGETHER, ACHIEVE, ASPIRE, BELIEVE

Curriculum Intent

At North Newton Community Primary School, we intend to build a Design Technology curriculum which develops learning and results in the acquisition of knowledge and skills. Children will know more, remember more and understand more. We intend to design a design technology curriculum with appropriate subject knowledge, skills and understanding as set out in the National Curriculum. We use the Curriculum Maestro schemes of learning which are project related to develop children's learning within design technology.

Curriculum Implementation

As part of the Curriculum Maestro projects, we personalise them to meet the needs of our learners.

- Delivery of design and technology projects with a clear structure. Each year group will undertake a construction topic, a textile topic and a food/drink topic.
- Delivery showing clear following of the design process where each project will follow: research, design, make and evaluate.
- A range of skills will be taught ensuring that children are aware of health and safety issues related to the tasks undertaken
- Clear and appropriate cross curricular links underpin learning in multi areas across the curriculum giving the children opportunities to learn life skills and apply skills to 'hands on' situations in a purposeful context.
- Children will undertake design tasks and use skills from across the curriculum to fully explore the design process evaluating work ensuring that it is of the highest possible quality. Children are also asked to self-evaluate their work.
- Independent learning: In design technology children may well be asked to solve problems and develop their learning independently. This allows the children to have ownership over their curriculum and lead their own learning in Design Technology.
- Collaborative learning: In design and technology children may well be asked to work as part of a team learning to support and help one another towards a challenging yet rewarding goal.

EYFS

As part of the EYFS statutory framework pupils are taught:

The North Newton Primary School Design Technology uses the EYFS Curriculum and National Primary Curriculum 2014 as the legal basis for content and age-related expectations to deliver a curriculum, which is accessible to all pupils and where children have the opportunity to:

- 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.

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

- Explore the textures, movement, feel and look of different media and materials
- Respond to a range of media and materials, develop their understanding of them in order to manipulate and create different effects.
- Use different media and materials to express their own ideas
- Explore colour and use for a particular purpose
- Develop skills to use simple tools and techniques competently and appropriately
- Select appropriate media and techniques and adapt their work where necessary

Key stage 1

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

- Explore the textures, movement, feel and look of different media and materials
- Respond to a range of media and materials, develop their understanding of them in order to manipulate and create different effects.
- Use different media and materials to express their own ideas
- Explore and use different skills to design and make an object for a particular purpose
- Develop skills to use simple tools and techniques competently and appropriately
- Select appropriate media and techniques and adapt their work where necessary

Key stage 2

Pupils are taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of constructions, architecture etc.

Pupils are taught:

1. To begin to develop and create, to record their observations and use them to review and revisit ideas

2. To improve their mastery of design technology techniques, including sawing, textiles, construction, food technology drawing, painting and sculpture with a range of materials [for example, different joining techniques, pencil, charcoal, paint, clay, sawing and manufacture]
3. About great architects and designers in history.

Inclusion

At North Newton Community Primary school, we adapt our planning to ensure all needs are met within the classroom, so children gain a sense of personal achievement. We use resources within design and technology to support the specific needs of our learners. These can be specific types of scissors to support motor control. We are developing through our subject monitoring, pupil voice conferencing to ensure we engage and support our children's specific needs for learning.

Curriculum Impact

The impact of our Design Technology curriculum using the Curriculum Maestro scheme of learning is:

- Children acquire the key knowledge, skills and vocabulary required at the end of each key stage,
- Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values,
- Acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art,
- Pupils 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.