

Design and Technology

| Intent | Implementation | Impact |
|---|--|--|
| <p>Through our Design and Technology teaching at Our Lady's we aim to inspire pupils to be innovative and creative thinkers who have an appreciation of the product design cycle, through ideas, creation and evaluation. We want pupils to have the ability to realise their full potential and aspire to achieve the confidence to take risks through developing design concepts, modelling and testing and be reflective learners who evaluate their work and the work of others. Through our scheme of work, we aim to build an awareness of the impact of design and technology on our lives and encourage our pupils to follow our gospel values in becoming responsible, resourceful, enterprising members of our community, who will have skills to contribute to the future of design advancements.</p> | <ul style="list-style-type: none"> • All children will be taught Design and Technology termly, mostly using the KAPOW scheme. • The National Curriculum organises Design and Technology attainment targets into five strands, Design, Make, Evaluate, Technical knowledge and Cooking Knowledge. • Our Lady's Design and Technology curriculum gives pupils a design brief and scenarios that require consideration of the needs of others and develops their skills in five key areas: <ul style="list-style-type: none"> • Mechanisms • Structures • Cooking and Nutrition • Electric Systems • Digital World • Each of our key areas follow the design process of : design, make and evaluate. • These strands are built into the schools long-term plan. The plan is progressive in its approach developing key skills for our Year 1 to Year 6 children. • Strands have been linked to Cross curricular to enhance the opportunities. | <ul style="list-style-type: none"> • Our Design and Technology Curriculum will be well structured and planned in order to demonstrate progression throughout EYFS, KS1, KS2. • Our DT curriculum structure should enable children to leave school equipped with a range of skills to enable them to succeed in their secondary education and be innovative and responsible members of society. • The DT curriculum, will ensure that children; • Understand how to use and combine tools to carry out processes for shaping, decorating and manufacturing products. • Build and apply a repertoire of skills, knowledge and understanding to produce high quality outcomes, including CAD and products to fulfil the needs of users. • Understand and apply the principles of healthy eating, recipes and include key processes food groups and cooking equipment. • Self evaluate and reflect on learning at different stages and identify areas to improve upon. • |

Curriculum Overview

Key: Structures

Mechanisms

Food and Nutrition

Electrics/ Computing Textiles

| | Term One | Term Two | Term Three | Term Four | Term Five | Term Six |
|------------|----------|---------------------------------|-----------------|------------------------------------|------------------------------|---|
| Year One | | Windmills | | | Making a moving story | Food Fruit and Vegetable Smoothies |
| Year Two | | Constructing a Castle | Moving Monsters | | | Food Portable snacks |
| Year Three | | Pneumatics | | Digital World: Electronic Charm | Pavilions | Food Seasonal Tart |
| Year Four | | Electrical Greeting cards | | Food Adapting a recipe | | Digital world: Electronic Charm(because this year have not done any work on this- next year = Mindful moment) |
| Year Five | | Electrical systems: Doodlers | | Pulleys and mechanisms | | Digital world: Monitoring devices |
| Year Six | | Textiles | Automatic toys | | Electrical: Steady hand game | Digital world: Navigating the world |

