



Inspiring a love for lifelong learning

D&T Curriculum

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| D&T Curriculum | |
| Curriculum Overview | <p>Our whole school vision for Design and Technology is to provide Ashford Park children with the knowledge and skills to be creative, inquisitive and analytical life-long learners with the drive and confidence to forge their own paths to exceed their potential. We will build cultural capital by ensuring resources are plentiful and in good condition and appropriate to the children's needs for the topics. Where appropriate, we will visit places related to D&T to inspire or have guests in to support the children's learning. D&T lessons are well structured, with revision of prior learning, usually taking the form of a five-question quiz. New information is introduced in small steps with guided practice, modelled examples, questioning, check for understanding and then independent practice.</p> |
| Curriculum Intent | <p>Design and Technology is an inspiring, rigorous and practical subject. Design and Technology encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. At Ashford Park, 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. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators and risk-takers.</p> |
| Curriculum Implementation | <p>At Ashford Park, the teaching of Design Technology across the school follows the National Curriculum and is supported by Cornerstones ILP topics. Children design products with a purpose in mind and an intended user of the products. Food technology is implemented across the school with children developing an understanding of where food comes from, the importance of a varied and healthy diet and how to prepare this.</p> <p>Design and technology is an important part of the curriculum and learning, and it is for this reason that as a school we are dedicated to the teaching and delivery of a high quality Design and Technology curriculum; through well-planned and resourced projects and experiences. Evaluation and adaption is being embedded into the teaching process rather than being always left to the end of a project.. It is very cross - curricular and draws upon subject knowledge and skills in other subjects. Children learn to take risks, be reflective, innovative, enterprising and resilient. Through the evaluation of past and present technology, they can reflect upon the impact of Design Technology on everyday life and the wider world.</p> <p>Children are taught Design Technology as part of their ILPs in mixed ability classes by their class teacher. Each year group will complete a unit of learning/ project per term. Some year groups will block this into a half term or it could be spread over a</p> |



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| | <p>whole term depending on what other subjects and cross-curricular links are being made. All children will be taught the objectives set out in the skills progression document however support tasks and adaptations can be made for children who are unable to access these objectives. Challenge questions and tasks are used in planning to help children think in greater depth about a topic.</p> |
| Curriculum Impact | <p>Children will have clear enjoyment and confidence in design and technology that they will then apply to other areas of the curriculum. They will ultimately know more, remember more and understand more about Design Technology, demonstrating this knowledge when using tools or skills in other areas of the curriculum and in opportunities out of school. The large majority of children will achieve age related expectations in Design Technology. As designers, children will develop skills and attributes they can use beyond school and into adulthood.</p> |