A Curriculum with HEART….

Our forest/rural surroundings encourage curiosity and wonder and therefore our curriculum is an adventure that allows our children to explore new things, discover more about themselves and the world around them and create a toolkit of knowledge and skills that mean they are well equipped to face the next stage of their adventure. Our values run through everything we do and mean we face adventures with HEART.

Design and Technology Subject Statement 2023 -2024

Intent:

At The federation of Burley and Sopley Primary Schools, Design and Technology is an inspiring and practical subject. We want our children to be creative and to become critical thinkers while solving practical problems to help others. We want them to apply our values of ambition, enthusiasm and togetherness to design and make products for the wider world and personalised items for themselves. Our children will design and make products for a variety of real-life contexts, whilst gaining the subject knowledge, skills and understanding to prepare them for later life.

We want our children to become confident designing, making and evaluating purposeful products, while taking ownership of their work and ensuring that their designs are original.

Implementation:

The national 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.

Impact:

At the Federation of Burley and Sopley Primary School we aim for children to enjoy and become confident using their knowledge and skills learnt during our Explore term. During this term the children will develop the skills and knowledge needed to work with mechanisms, textiles, structures, electrical systems and food preparation. We want them to gain firm foundations of the knowledge and skills needed to help them to be equipped for secondary school education and inspire them to pursue design and technology careers later in life.

Curriculum design:
Our adventure based curriculum is designed to foster the children's enthusiasm and creativity. The children will be taught the skills and knowledge needed to be able to select tools and methods appropriately in a safe and effective way, allowing them to take ownership over the design, make and evaluation process, ensuring that their product is created to a high standard. The children are always encouraged to show their individuality through their designs and products.

The adventure starts by the children being given a practical and real life problem that they need to solve by design and creating their own products. The children will develop their critical thinking skills by exploring and evaluating existing products, looking at the materials and mechanisms used and the overall design of a product.
The children will learn about significant people that influence the design and technology, the way in which we design and create items and why we use some of the methods we use today. These are people from history and the current day.

The children will next engage in the design process, they will use their creativity and imagination to create their own product to solve their practical real life problem. During this process the children will select the most appropriate materials, mechanisms, techniques and equipment needed to create their product. To ensure that their design is successful when complete the children will create mock-ups and, exploded diagrams and where appropriate, computer-aided design. Throughout the design process children will explore and practise the skills needed to create their products, share their plans with others and think critically to adapt their designs to ensure that their final product is of a high quality.

The children then create their products. During this stage the children use their knowledge of mechanisms, methods and materials to create their project. The children will use their technical knowledge to enhance their products, using computer programming to enhance their products where appropriate.

Early Years Foundation Stage:
Our Early Years Foundation Stage (EYFS) practice creates the strong foundations upon which our Design and Technology curriculum stands. The children in EYFS will have the opportunity to explore using a range of materials to create products of their choice and towards the end of the EYFS they are supported in creating with a purpose and will start evaluating what they have made through high quality interactions with an adult. While in the EYFS the children will have access to woodworking, sewing, regular cooking, a range of joining methods in the junk molding area and large scale construction outside.

Assessment:
We assess children throughout their Explore adventure to ensure that they are gaining the skills and knowledge needed to successfully create their design and technology outcomes. We believe that assessment in Design and Technology should not solely be based on knowing the facts needed to create outcomes but also having the skills. We use the children's final outcomes as an opportunity to assess the children's technical knowledge, design, evaluation and marking skills.