

# Design & Technology

## INTENT

Our vision is to weave a tapestry of design and technology education that intertwines skills, knowledge, concepts, and values, empowering children to confront genuine challenges. We inspire young minds to unleash their creativity and imagination, crafting solutions that address meaningful issues across diverse contexts while considering their own and others' needs, desires, and principles. This approach enhances analytical thinking, problem-solving prowess, practical abilities, and evaluative skills. We aspire to, whenever feasible, bridge connections to other realms such as mathematics, science, engineering, computing, and art. In this vibrant landscape, children are nurtured to become innovators and daring adventurers.

## DESIGN & TECHNOLOGY LONG TERM PLAN:

	Autumn	Spring	Summer
EYFS	Construction, Food & Textiles	Construction, Food & Textiles	Construction, Food & Textiles
Year 1	Textiles: Puppets	Structures: Windmills	Food: Fruit & Veg
Year 2	Structures: Baby Bear's Chair	Mechanisms: Making a Moving Monster	Food: A Balanced Diet
Year 3	Food: Eating Seasonally	Structures: Constructing a Castle	Textiles: Cushions
Year 4	Electrical Systems: Torches	Mechanisms: Slingshot Car	Food: Adapting a Recipe
Year 5	Food: What Could Be Healthier?	Structure: Bridges	Mechanisms: Pop-Up Book
Year 6	Electrical Systems: Steady Hand Game	Mechanisms: Automata Toys	Structures: Playgrounds



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## IMPLEMENTATION: WHAT DOES D&T LOOK LIKE AT ACRE HEADS?

At Acre Heads Primary School, our Design and Technology curriculum is woven with the vibrant threads of the captivating Kapow schemes. We strive to ignite the flames of creativity while imparting vital skills that resonate in the tapestry of real-life experiences.

Throughout their educational journey, children delve into a treasure trove of materials and themes. From the art of cooking and the craft of building to the intricate creation of electrical systems applicable to everyday scenarios, they gradually enhance their understanding of materials and the mastery of tools, evolving their capabilities year by year.

Our young learners also discover how these acquired skills blossom into practical solutions for their daily lives. With the freedom to channel their artistic inspirations, they craft unique works and designs that reflect their individuality. By the time they complete their primary education, they emerge with a rich tapestry of experiences, instilling in them the confidence to confront and solve real-world challenges.

## EXTRA DESIGN & TECHNOLOGY OPPORTUNITIES

During the autumn term, an enterprise week takes place where a DT project can be used and potentially sold at the school's annual Christmas Craft Fair. In the spring term, the whole school becomes immersed in DT during Design and Technology Week. The week aims to improve both DT skills and knowledge through the process of designing, researching, making and evaluating a product. Implementing DT as a block week allows the children the opportunity to thoroughly engage with the subject; becoming immersed in the complete process. Opportunities to retrieve prior knowledge and build up their knowledge and skills are provided at the start of the learning sequence. In the summer term the children have an additional opportunity for cooking and making food during World Week.

## CLASSROOM ENVIRONMENT

Acre Heads has invested in resources to aid the children in developing quality products during each DT unit. We deem it essential that children have access to an environment equipped with high quality supplies to promote success. Where children take controlled risks (e.g. using sharp instruments and cooking equipment), dynamic risk assessments are undertaken to ensure the health and safety of all pupils.

## PARENTAL LINKS

It is important to us that children are able to celebrate their effort and achievements in DT with their families. As well as work evidenced via Seesaw, the creative ventures of the children are also shared via the school's Twitter and Facebook pages and on the school website. Wherever possible we endeavour to invite families into school to see the children's creations first hand and celebrate their success.

## ASSESSMENT AND IMPACT

Formative and summative assessment opportunities take place throughout each unit. A knowledge catcher quiz is also available to activate and embed learning. Successful implementation will allow pupils to become innovative and resourceful members of society.