



Design Technology

The School Curriculum document provides information on our setting within the village of Ruardean. With reference to this, we, as a staff and school community, strongly believe and promote the school vision of “Love of Learning, Love of Life and Love of One Another.”

Intent

- At Ruardean C of E Primary School we strive to provide **all** of our children with a range of DT knowledge and skills that will offer an understanding of, and spark an interest in, the world around them and beyond.
- To broaden their comprehension, participation and evaluation of the digital, technical and design filled world that surrounds them.
- To provide practical, explorative, and challenging learning opportunities for DT that reflect situations in both theirs and the wider world.
- To be inspired to know more, motivated to explore how or why, and to stimulate ambition for further learning of design and technology in the future.

We are passionate about encouraging and developing our children’s need to question, discuss, explore, challenge, listen, learn and apply. All of which are life skills for now and the future.

Implement

✧ Ruardean’s DT curriculum reflects the requirements of the National Curriculum and the EYFS curriculum Early Learning Goals. There is a clear overview of the key areas to focus on per mixed age class for Key Stages 1 and 2. This is largely provided by the selected Plan Bee scheme which ensure coverage of the following elements:

- Design
- Make
- Evaluate
- Explore
- Technical Knowledge
- Food and Nutrition

✧ To ensure planning is appropriate we use professional judgement alongside our skills and knowledge progression document.

✧ Use the skills progression map covering both key stages to ensure that knowledge and skills can be built securely upon as they progress through our school.

✧ Linking learning to other curriculum areas, when relevant, to embed this knowledge and these skills.

✧ Enrichment of the subject area will occur through visits to and from areas of expertise and from places representing the world around them – encouraging curiosity and interest in what, why and how.

Our learning sessions and planning include a clear range of learning approaches to allow for discussion, wider reading and for the embedding of the subject, as well as an understanding of purpose of a product or design and who the identified audience is.

Impact

- Children will have become confident users of the specific elements of Design Technology
- Retain key Design and Technology subject knowledge and vocabulary
- Children will have achieved age related expectations in Design and Technology at the end of their cohort year
- Through the provided opportunities to explore / question / research products, develop and evaluate their design ideas, understand intended audiences our children's technical knowledge and understanding of the world around them will strengthen.
- Children will have a greater awareness of the role and presence of Design and Technology in and outside of school.

To achieve this teacher's will:

- have clear structure to lessons by identifying the Design and Technology elements
- monitored learning through pupil voice and discreet assessments / observations
- experienced lesson observations where possible by SLT or subject leader
- participate in work scrutiny alongside pupils / teaching staff / subject leader
- use teacher assessments, our skills and knowledge progression document and PlanBee assessments to inform next step learning or completion of the learning objectives..