



Booth Wood Primary School Design and Technology Intent and Implementations

Aims

Expressive Arts and Design (Being Imaginative)

Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.

Expressive Arts and Design (Exploring and Using Media and Materials)

Children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Physical Development (Moving and Handling)

Children handle equipment and tools effectively, including pencils for writing.

Key Stage 1 National Curriculum Expectations

Design

Pupils should be taught to:

- design purposeful, functional, appealing products for themselves and other users based on design criteria;
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Make

Pupils should be taught to:

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing];
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

Evaluate

Pupils should be taught to:

- explore and evaluate a range of existing products;
- evaluate their ideas and products against design criteria.

Technical Knowledge

Pupils should be taught to:

- build structures, exploring how they can be made stronger, stiffer and more stable;
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Cooking and Nutrition

Pupils should be taught to:

- use the basic principles of a healthy and varied diet to prepare dishes;
- understand where food comes from.



Key Stage 2 National Curriculum Expectations

Design

Pupils should be taught to:

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups;
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Make

Pupils should be taught to:

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately;
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

Evaluate

Pupils should be taught to:

- investigate and analyse a range of existing products;
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work;
- understand how key events and individuals in design and technology have helped shape the world.

Technical Knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures;
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages];
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors];
- apply their understanding of computing to program, monitor and control their products.

Cooking and Nutrition

Pupils should be taught to:

- understand and apply the principles of a healthy and varied diet;
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques;
- understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.



Intent:

At Booth Wood school we feel it is important for all children to have opportunities that are broad and balanced in Design and Technology. We value Design and Technology as it is an opportunity for children to express themselves. At Booth Wood we believe Art and Design should be creative, engaging and offer a challenge to all children. Throughout each year group there is opportunity to inspire children, this may be through physical Design, exploring Artists and questioning art forms. Giving children opportunity to ask questions in Design and Technology offers high-quality opportunities for children to learn to their fullest potential.

Implement

We implement the Art, Design Technology curriculum through the progression of skills. Teachers are welcomed to use their own specialist skills, and Twinkl Planit to enhance their teaching. From this we ensure that all children have opportunities in all Art and Design skills throughout all year groups. Staff feel confident using the curriculum map. This also helps all staff know where children have come from and where they will be progressing. Twinkl Planit is a vital for staff who may not feel Art and Design is their most confident subject. These plans are informative, resourceful and varied from year to year.

Impact

Having a broad and balanced curriculum in Art and Design is vital for progression in skills for all children. Teachers assess the children after each unit for their own benefit to ensure all children are challenge or supported in future Art and Design lessons. The impact of our Art and Design curriculum is evident through lessons and general day to day school life. Art and Design has a presence throughout the school, in displays, art clubs and other wider opportunities. Through talking to children in lessons and learning walks it is clear that they enjoy their Art and Design lessons, with some taking opportunities outside of school. Our school are proud to give children opportunities they may not be able to experience elsewhere.