Ashwell Primary School
Design and Technology Curriculum
Intent - Implementation - Impact

INTENT: Why do we teach what we teach?	IMPLEMENTATION: How do we teach it?	IMPACT: What has been the impact and how do we know?
Our Design and Technology curriculum intends to: ✓ Develop creative, technical and imaginative thinking in children and to develop confidence to participate successfully in an increasingly technological world. ✓ Enable children to: o talk about how things work and to develop their technical knowledge, o apply a growing body of knowledge, understanding and skills needed in order to design and make prototypes and products for a wide range of users, o develop an understanding of how technological processes and products, their manufacture and their contribution to our society, o critique, evaluate and test their ideas and products, and the work of others, o understand and apply the principles of nutrition and to learn how to cook, o understand how key events and individuals in design and technology have helped shape the world. ✓ Encourage children to select appropriate tools and techniques when making a product, whilst following safe procedures, ✓ Foster enjoyment, satisfaction and purpose in designing and making things,	**Our curriculum for Design and Technology is implemented by:** ✓ The delivery of carefully planned units of work that cover the core National Curriculum. ✓ The Design Technology National Curriculum and EYFS is planned for and covered in full within the EYFS, KS1 and KS2. Whilst the EYFS and National Curriculum forms the foundation of our curriculum, we make sure that children learn additional skills, knowledge and understanding, enhancing our curriculum where opportunities arise. ✓ The Design and Technology National Curriculum outline the three main stages of the design process: design, make and evaluate. The curriculum also teaches technical knowledge, cooking and nutrition. ✓ Through a scheme of work, pupils respond to briefs and scenarios that develop their skills in six key areas: Mechanisms Structures Textiles Cooking and nutrition (food) Electrical systems (KS2) Digital world (KS2) ✓ A range of skills are taught ensuring that children are aware of health and safety issues related to the tasks undertaken ✓ Clear and appropriate cross curricular links are utilised to underpin learning areas across the curriculum giving the children opportunities to learn life skills and apply skills to 'hands on' situations in a purposeful context.	**The impact of Design and Technology lessons at Ashwell School will be seen through:** **Children who:** ✓ Understand the functional and aesthetic properties of a range of materials and resources. ✓ Understand how to use and combine tools to carry out different processes for shaping, decorating and manufacturing products. ✓ Build and apply a repertoire of skills, knowledge and understanding to produce high quality, innovative outcomes, including models, prototypes, CAD and products to fulfil the needs of users, clients and scenarios. ✓ Understand and apply the principles of healthy eating, diets and recipes, including key processes, food groups and cooking equipment. ✓ Have an appreciation of key individuals, inventions and events in history and today that impact our world. ✓ Recognise where our decisions can impact the wider world in terms of community, social and environmental issues. ✓ Self- evaluate and reflect on learning at different stages and identify areas to improve. ✓ Meet the end of key stage expectations outlined in the National Curriculum for Design and technology.