



Design and Technology

Intent

At South Ascot Village School, we intend to build a Design Technology curriculum which aims to inspire pupils to be innovative and creative thinkers (Cat) with appropriate subject knowledge, skills and understanding as set out in the National Curriculum Programme of Study. We intend to provide a balanced and broadly-based curriculum which promotes the spiritual, moral, cultural, mental and physical development of pupils and prepares them for the opportunities and responsibilities and experiences for later life. Through our skills progression we aim to build an awareness of the impact design and technology has on our lives. We will teach the children to become resourceful (owl), enterprising (monkey) citizen who can contribute to the future of design. This will enable pupils to reach the end of key stage attainments by having the opportunity to create, experience and participate in great design and culture.

Implementation

At South Ascot village School, Design and technology will be taught through projects with clear structures linked to the year group and topic of the class. Each year group will undertake a construction topic, textile topic and food and nutrition topic. Each project will follow a clear structure showing each stage of the process: research, design, make and evaluate. These stages of design will be underpinned by technical knowledge which encompasses the contextual, historical and technical understanding. A range of skills will be taught ensuring that children are aware of health and safety issues related to the tasks undertaken. Children will have a 'hands on' approach and the opportunity to use equipment specific to the project in that term ie: cooking utensils and drills. As children progress through the school areas will be revisited with increasing complexity allowing pupils to build on their prior learning (butterfly). Pupils will work collaboratively in Design and Technology and may well be asked to work as part of a team, learning to support and help one another (bee) towards a challenging, yet rewarding goal.

Impact

Children will build a sense of awe and wonder (cat) about past and future technologies and have an understanding of what has made them achievable and their impact they have on our world today (spider). They will be able to apply the principles of healthy eating, diets and recipes including key processes, food groups and cooking equipment through into adulthood. Children will have clear enjoyment and confidence in design and technology that they will then apply to other areas of the curriculum. Children will ultimately know more and understand more about Design Technology, demonstrating this knowledge when using tools or skills in other areas of the curriculum (spider) and in opportunities out of school. The large majority of children will achieve age related expectations in Design Technology. As designers, children will develop skills and attributes they can use beyond school and into adulthood.