



DT

Curriculum Expectations

Intent

Design and Technology aims to inspire children through a broad range of practical experiences to create innovative designs which solve real and relevant problems within a variety of different contexts. The design process encourages children to identify real and relevant problems, critically evaluate existing products and then take risks and innovate when designing and creating solutions to the problems. Opportunities are provided for children to evaluate key events and individuals who have helped shape the world, helping to inspire them to become the next generation of innovators.

Implementation

Design & Technology will be taught through engaging, motivating and progressive units across the school. Design & Technology lessons will:

- ❖ start with an engagement/thought provoking stimulus
- ❖ lead to some 'key enquiry questions'
- ❖ take the questions into a scheme of work
- ❖ allow pupils to design & make
- ❖ facilitate the safe use of different materials and tools
- ❖ explore with foods and cooking with food, inc utensil use
- ❖ promote the skills to live independently
- ❖ allow pupils to evidence their learning using scrapbooks, photographs and products

Impact

To evidence that our pupils can do more and know more in DT we will:

- ✓ Collate evidence to monitor progress
- ✓ Interview pupils
- ✓ Monitor teaching
- ✓ Review schemes of work
- ✓ Follow achievements through progression maps
- ✓ Allow pupils to reflect on what they make

Area	Autumn Cooking and Nutrition Evaluation & Testing	Spring Creative, Technical & Practical Evaluation & Testing	Summer Design & Making Evaluating & Testing	Bsquared Units
Engage Ladybirds	EYFS: Expressive Arts & Design			
Engage/Activate Bees	Tasting. Familiar/unfamiliar foods	Building/modelling using objects	Exploring materials	Step 1
Activate Hedgehogs	Experiment with tools and flavours	Using models/manipulating. Confidence with tools	Using objects to construct	Step 1 & 2
Activate Squirrels	Creating snacks. Food for occasions	Ways of making objects move. Cutting and joining materials	Drawing, building and recording	Steps 3 & 4
Activate Foxes	Measure, prepare and present	Using tools safely/independently. Mechanisms	Measure, model, evaluate, finishing	Steps 5 & 6
Activate Badgers	Cooking for a purpose. Cooking industry.	Modifying, constructing and joining	Choosing materials, design criteria, effectiveness	Steps 7 & 8
Consolidate Deer	ASDAN Lifeskills Challenge- DT ** Entry 1- Level 1 **			