

# Design and Technology Curriculum

## **Everyone Learning Together**

# The Newfield Way

#### Intent

At Newfield Primary School, we aim to deliver an inspiring, rigorous and practical Design and Technology (DT) curriculum that prepares pupils for the world they live in. To do this, we give them opportunities to explore current and past design and technology, and to develop their skills, knowledge and understanding of designing and making functional products.

We want our pupils to acquire a broad range of subject knowledge and to draw on and apply their learning in other subjects like mathematics, science, computing and art. Our intention is for them to enjoy their learning; to be ambitious in their designs and to be proud of their achievements and finished products.

We intend that by the time they leave Newfield they are well prepared for the next stage of their education and that some pupils are inspired to pursue careers that incorporate aspects of design and technology.

At Newfield Primary School we know that, within the context of SEND, personalisation of the curriculum is key so that each individual's priorities can be considered in order to prepare them adequately for adulthood with the best possible quality of life. Our ambitious curriculum can be successfully adapted to meet the needs of pupils with SEND, developing their knowledge, skills and abilities to apply what they know with increasing fluency and independence. We believe that it is vital that our pupils are equipped with the tools needed to become independent, inquisitive learners in all subjects and that pupils with SEND achieve the very best outcome and reach their full potential.

## Implementation

We have designed an overview using the National Curriculum 2014 (NC) to ensure we are meeting all the requirements for Design and Technology. We also use materials from Development Matters, data.org.uk and PlanBee to support in the design, planning and assessment of Design and Technology.

Key skills and knowledge for Design and Technology have been mapped across the school to ensure clear progression through the year groups. Key concepts and technical vocabulary are also included in planning which follows an overall design, make, evaluate structure. Pupils are able to develop and strengthen their skills and knowledge over time. They revisit, rehearse and extend their skills as they know through the school.

Units on nutrition are taught ensuring that children have a growing understanding of where food comes from, its seasonality and the need for a healthy and varied diet.



### **Intended Impact**

- The majority of pupils are working at age-related expectations in Design and Technology.
- Pupils enjoy design and technology.
- Pupils are able to work constructively and productively by themselves and with others.
- Pupils are able to investigate, research and ask questions in order to identify the users' needs and requirements.
- Pupils can identify the key features of a product.
- Pupils can design a product which fits its purpose and the needs of the user.
- Pupils have the knowledge, skills and understanding to use the appropriate tools, equipment and materials to make their products and show good safety working practices.
- Pupils have the ability to self-evaluate their designs, skills and products in order to learn and improve their skills and knowledge.
- Pupils can make connections between their learning within Design and Technology and with other subjects.