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| Subject | Design and Technology |
| Overview Intent | <p>At St. Keverne Primary School, we follow the National Curriculum for Design and Technology. This aims to ensure that all pupils:</p> <ul style="list-style-type: none"> ● Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world ● Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users ● Critique, evaluate and test their ideas and products and the work of others ● Understand and apply the principles of nutrition and learn how to cook |
| Planning provision Implementation | <p>Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.</p> <p>When designing and making, pupils should be taught to:</p> <p><u>Design</u></p> <ul style="list-style-type: none"> ● 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 <p><u>Make</u></p> <ul style="list-style-type: none"> ● Select from and use a range of tools and equipment to perform practical tasks ● Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics <p><u>Evaluate</u></p> <ul style="list-style-type: none"> ● Explore and evaluate a range of existing products ● Evaluate their ideas and products against 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 <p><u>Technical knowledge</u></p> <ul style="list-style-type: none"> ● Build structures, exploring how they can be made stronger, stiffer and more stable ● Explore and use mechanisms in their products. ● Understand and use electrical systems in their products ● Apply their understanding of computing to program, monitor and control their products <p>Cooking and nutrition</p> <p>As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life.</p> <p>Pupils should be taught to:</p> <p>Key stage 1:</p> <ul style="list-style-type: none"> ● Use the basic principles of a healthy and varied diet to prepare dishes ● Understand where food comes from |

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| | <p>Key stage 2:</p> <ul style="list-style-type: none"> ● 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 |
| <p>Example of sequence of learning</p> | <p>How does Design and Technology build on prior knowledge & understanding?</p> <p>At St. Keverne Primary School we have a coherent long term plan where pupils get plenty of opportunities to revisit and recall previous learning.</p> <p>Design and Technology is taught in a number of ways. Discreetly on a weekly basis, as whole days or theme weeks and in a cross curricular way.</p> <p>Example of a KS1 Design and Technology unit:</p> <p>Food Technology – Making Fruit Kebabs</p> <p>Design – discussion on different types of fruit and healthy eating, draw and label fruit kebabs Make – using the correct tools, make fruit kebabs using a variety of different fruits Evaluate – assess their product thinking of ways to improve and taking into account views of others</p> |
| <p>Assessment Impact</p> | <p>Our Design and Technology Curriculum is high quality, well thought out and is planned to demonstrate progression year on year, giving pupils the skills and knowledge and vocabulary that they need to move forward in their learning, alongside opportunities to apply their knowledge to different situations. If children are keeping up with the curriculum, they are deemed to be making good or better progress. In addition, we measure the impact of our curriculum through the following methods:</p> <ul style="list-style-type: none"> ● A good quality finish will be expected in all design and activities made appropriate to the age and ability of the child ● Pupil discussions about their learning; which includes discussion of their thoughts, ideas, processing and evaluations of work ● A reflection on standards achieved against the planned outcomes |
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