



Wrockwardine Wood CofE Junior School Curriculum Intent statement: *Design and Technology*

Our school community will ignite the ability in all to **'love, laugh and learn'**, recognising the extraordinary and wondrous in everything and in everyone. Our rich, varied, and creative curriculum, together with our core Christian values, will empower all to flourish under Jesus' promise **'I have come to give life and life in all its fullness'**. (John 10:10).

Intent

At Wrockwardine Wood CofE Junior School, our vision 'Love, Laugh and Learn' perfectly supports our aim to develop the pupils' creative, practical and technical skills so that they can confidently participate in an increasingly technological world with innovation at its heart, that supports them to flourish. Design and Technology is offered through a range of inspiring and enterprising projects with the opportunity for pupils to design, make and evaluate products that solve real and relevant problems within a range of contexts. Pupils are encouraged to generate ideas, be innovative and reflect with the emphasis on becoming autonomous in their learning, leading to pride in their outcomes. Concepts and projects are delivered through an exciting and thematic approach with cross curricular links to learning, where every individual is provided with opportunities to flourish, that foster positive futures without limits that are courageous and joyful.

Our Design and Technology curriculum has a strong focus on transferable skills, equipping the pupils with the competencies they need in daily life and the wider world. In our setting, we love out loud, the pupils have the opportunity to gain, build and apply a range of knowledge, skills and understanding whilst understanding the impact and the essential contribution design and technology has to the creativity, culture, wealth and well-being of the nation. Our vision is supported further as the pupils are able to use the skills developed in our design and technology curriculum to uphold the Christian values further. Compassion and friendship are fostered through the teamwork required in our investigation and evaluation lesson; this can lead to a feeling of joy which in turn can help the pupils to be thankful. The pupils are then able to use the wisdom and courage gained over the course of their learning to implement their final designs.

Implementation

At Wrockwardine Wood CofE Junior School, design and technology is delivered by each year group completing one project a year, this is taught twice a week over a half term and will be introduced with a memorable experience, these experiences harness the pupils' ideas in a safe environment allowing us as educational leaders and the pupils to recognise the extraordinary and wondrous in each other's ideas. Purposeful and challenging projects are set to provide pupils with a balanced program of design and technology activities allowing them to be imaginative and creative. The task or activity that is set is often linked to a real-life concept and poses a key question to direct pupils' thinking and enquiry skills developing our cultural capital offer and further supporting the idea that we as a setting, love out loud.

Our rich DT curriculum further challenges societal norms, expressing to our pupils that they can be whoever they would like to be – raising the profile of roles within DT to girls is a fundamental and therefore leads to all pupils being **'Prophets for Change'** whilst here at Wrockwardine Wood Church of England Junior School.

Provision is made for adaptation by task or outcome for pupils with special educational needs. Resources and activities are varied and can be adapted to ensure each child is able to access the task and can learn effectively, offering the pupil's an equitable curriculum allowing them to flourish helping our pupils to live their lives in fullness as they achieve. Our mode of working in design and technology is a mix of class teaching, co-operative groups, and individual work. Lessons are planned to incorporate the main strands of design and technology outlined in our curriculum policy: The Design process, Investigation, disassembly, evaluation activities (IDEAS), Focused Practical Tasks (FPT's), Design, Make and Evaluate (DME). At each stage of their task, pupils reflect on their learning through class discussions, self and peer assessment.

Impact

Progress in Design and Technology is measured against National Curriculum statements using a whole school progression document which focuses on their previous work and knowledge and assesses the areas of: The Design process, Investigation, disassembly, evaluation activities (IDEAS), Focused Practical Tasks (FPT's), Design, Make and Evaluate. These will be measured against the pupils' brief and design specification ending with an opportunity to reflect upon what they have created.

The objectives required to be achieved for each year group can be found on the progression document for Design and Technology. The teaching of Design and Technology is monitored through learning walks with link governors, planning scrutiny and a strong emphasis on pupil voice, where the pupils' joy is clear to see.