

## Design and Technology

At **Green Gates Academy** we recognise that design and technology allows pupils to **develop the creative, technical, and practical expertise** needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

### Intent

Our aim at Green Gates is for every child at **Green Gates Academy** are provided with a range of opportunities to allow them to be creative, innovative, problem solve effectively and develop their confidence in the technological world.

Allowing all children to **“Strive, Achieve and Believe”** to be the best that they can be. We want our children to use creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others’ needs, wants and values. We intend for all children to acquire appropriate subject knowledge, skills and understanding as set out in the National Curriculum. It is our aim to create strong cross curricular links with other subjects, such as Mathematics, Science, Computing, and Art. We want Design and Technology to prepare our children, to give them the opportunities, responsibilities, and experiences they need to be successful in later life. This curriculum is supported through access to a **wide range of vocabulary** being introduced through subject specific Tier 3 vocabulary, through high-quality texts which are relevant to design and technology.

### Implementation

- A well thought out, whole school, yearly overview of the DT curriculum which allows for progression across year groups in all areas of DT (textiles, mechanisms, structures, food, and electrical systems)
- Well planned and resourced projects providing children with a hands-on and enriching experience.
- A range of skills being taught ensuring that children are aware of health and safety issues related to the tasks undertaken.
- Teachers being given ownership and flexibility to plan for Design and Technology; with one lesson allocated per week to allow the time needed for the children to be critical, inventive, and reflective on their work.
- Each project from Year 1 to Year 6 addressing the principles of designing, making, and evaluating and incorporating relevant technical knowledge and understanding in relevant contexts.
- Pupils being introduced to specific designers, chefs, nutritionists, etc. helping to engender an appreciation of human creativity and achievement and increase the cultural capital from which they can draw in the future.
- Encouraging pupils to use different media and materials to express their own ideas.
- Encouraging pupils to use what they have learnt about media and materials in original ways, thinking about form, function, and purpose.
- Allowing pupils to make plans and construct with a purpose in mind using a variety of resources.
- Developing pupil’s skills to use simple tools and techniques appropriately, effectively, and safely.

- Allowing pupils to select appropriate resources for a product and adapt their work where necessary.
- Giving children the opportunity to cook and prepare food adhering to good health and hygiene routines.
- Subject coordinator to support teachers effectively through robust QA systems, effective CPD for staff and modelling good practice.

### Impact

- Children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum.
- Through carefully planned and implemented learning activities the pupils develop the creative, technical, and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- They gain a firm foundation of knowledge and skills in the design process, properties and functions of materials and equipment, how to make high quality products to see them equipped to take on further learning in their next steps and preparation for secondary school.
- Pupil's skills and knowledge are assessed ongoingly by the class teacher, throughout lessons and a summative assessment is completed termly. This informs the Design and Technology coordinator of any further areas for curriculum development, pupil support and/or training requirements for staff.
- Pupils speak confidently about what they have completed and what they have learned in design and technology.
- Pupils work safely and hygienically.
- Pupils make good or better progress, relevant to their individual needs, judged through assessment for learning, pupil workbooks and pupil outcomes.
- Pupils work confidently through the design process to design and make products suitable for the user showing confidence in designing, making, and testing and evaluations.
- Pupils make high quality, functional products.
- Pupils understand and apply the principles of a healthy and varied diet.
- Pupils prepare and cook a variety of savoury dishes using a range of cooking techniques.