

Design & Technology Curriculum at Cecil Gowing

Intent

It is the aim at Cecil Gowing Infant School to provide children with a rich and enjoyable experience of Design and Technology, in which they can acquire and develop their own designing and making skills. Design and Technology should provide children with a real-life context for learning. The subject encourages children to become creative problem solvers, both as individuals and as part of a team. Throughout the study of design and technology children combine practical skills with an understanding of aesthetic, social and environmental issues, in order to design and make a product. Evaluation is an integral part of the design process and allows children to adapt and improve their product, this is a key skill which they need throughout life.

We ensure that there is progression of Design and Technology skills across the school which enables children to develop and practice their skills.

Implementation

At Cecil Gowing Infant School we use the National Curriculum Key Stage 1 objectives and EYFS Development Matters Statements and link these to fun and creative themes. Through these themes the children take part in a broad range of practical activities with planning and designing, making and testing and evaluating. We provide children with the opportunity to work individually and collaboratively in pairs and small groups, to discuss plans, construct their designs and evaluate their own and their peers' work. We enable children to develop practical skills, knowledge of tools and materials and to appreciate the need for safety both for themselves and those around them.

We endeavour to teach children a range of skills and knowledge that will support across the curriculum. Design and Technology projects are part of cross curricular activities or may be taught discreetly, when children focus on particular knowledge and skills. Children experience cooking as part of the Design and Technology curriculum and are taught to consider nutrition and healthy eating. All of their learning is rooted in technical knowledge and vocabulary.

Impact

Children at Cecil Gowing Infant School will develop Design and Technology skills and attributes they can use beyond school and into adulthood. The children develop the creative, technical and practical skills needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. They can evaluate and test their ideas and products and the work of others.

Design and Technology assessment is ongoing, to inform teacher's planning, lesson activities and differentiation. Design and Technology teaching is monitored using a variety of strategies, such as work scrutiny, looking at evidence on tapestry, lesson observations, feedback and by teachers listening to pupil voice.