



Design Technology



Our Design Technology leader is Mr Kettle

INTENT

At the heart of our curriculum are our school drivers: Diversity, Responsibility and Opportunities. Here at Moat Farm Junior School, a high-quality DT education will help pupils 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. Pupils will learn about the diversity of those who have contributed towards feats of engineering, the responsibility that we have as citizens of the world to use resources carefully, considering the impact on the environment and our responsibility to solve real-world problems in order to improve the world we live in. Pupils will also learn about the opportunities that exist in the world of Design Technology.

Our curriculum for DT aims to ensure that all pupils can:

- 1. Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world**
- 2. 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, so that they can:**
 - use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
 - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
 - select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
 - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
- 3. Critique, evaluate and test their ideas and products and the work of others**
 - investigate and analyse a range of existing products
 - evaluate their ideas and products against their own 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
- 4. Understand and apply the principles of nutrition and learn how to cook. So that pupils can:**
 - 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.

IMPLEMENTATION

Here at Moat Farm Junior School, Design Technology is delivered in the form of discreet half-termly projects during "DT weeks". DT teaching is personalised to ensure that teaching challenges those who are confident in the aspects of DT and supports those who find aspects of the subject more difficult. The lessons follow the "basic, advancing, deep" structure which runs through our wider curriculum. Our DT overview ensures that there is coverage of the different skills required in DT and there is progression across the different year groups.

<u>Autumn 1</u>	<u>Autumn 2</u>
Year 6: Making tortillas	Year 3 Moving greeting cards Year 4: European Pizzas Year 5: Christmas cookies/gingerbread
<u>Spring 1</u>	<u>Spring 2</u>
Year 4 Electrical Year 4: Iron man board game Year 3: Sandwiches	Year 6: Light up cards Year 5: Structures game box Year 3: Mother's day gift box
<u>Summer 1</u>	<u>Summer 2</u>
	Year 6: Viking purses Year 4: Greek purses Year 5: Cam Toy



IMPACT

At Moat Farm Junior School, we want DT provision to impact our children in the ways listed below. We want our children to become effective designers. In order to achieve that, our children will show:

- Significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.
- An excellent attitude to learning and independent working.
- The ability to use time efficiently and work constructively and productively with others.
- The ability to carry out thorough research, show initiative and ask questions to develop an exceptionally detailed knowledge of users' needs.
- The ability to act as responsible designers and makers, working ethically, using finite materials carefully and working safely.
- A thorough knowledge of which tools, equipment and materials to use to make their products.
- The ability to apply mathematical knowledge.
- The ability to manage risks exceptionally well to manufacture products safely and hygienically.
- A passion for the subject and knowledge of, up-to-date technological innovations in materials, products and systems.

We monitor the impact of our DT provision through regular whole school pupil perceptions, termly assessments, lesson observations and monitoring of topic books.