



Roseberry Primary and Nursery School



Curriculum statement for Design and Technology

Intent	Implementation	Impact
<p>At Roseberry Primary and Nursery School we aim to provide all children with an inclusive Design and Technology education which is relevant in our rapid ever-changing world.</p> <p>In this practical subject, the lessons are sequenced so that the children will use their 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 encourage all children to become problem solvers and risk-takers who can creatively work on projects individually and within a team.</p> <p>We aspire to teach high-quality D&T lessons that will inspire our children to think independently, innovatively and develop creative, procedural and technical understanding. We ensure that we provide children with opportunities to;</p> <ul style="list-style-type: none">• Research• Represent their ideas• Use relevant and new vocabulary• Explore and investigate• Develop their ideas• Make products• Evaluate their work. <p>These opportunities are offered to everyone in order to inspire disadvantaged pupils, support SEND children and challenge higher able children.</p> <p>We aim to, wherever possible, link work to other disciplines such as mathematics, science, computing and art. This will enable them to develop and progress their skills, vocabulary and resilience.</p>	<p>At Roseberry, we have a clear and comprehensive scheme of work. This is used in accordance with the National Curriculum to plan meaningful and engaging lessons, ensuring pupils solve real and relevant problems within a range of contexts.</p> <p>D&T is taught once a half term. We follow a clear two-year cycle of skills to ensure that pupils revisit and build on their previous learning. At Roseberry, pupils develop their skills in five key areas:</p> <ul style="list-style-type: none">• Cooking and Nutrition• Mechanisms• Structures• Electrical Systems (KS2)• Textiles <p>Each of our key areas, excluding Cooking and Nutrition, follow the design process (design, make and evaluate). Each step is rooted in technical knowledge and vocabulary to ensure pupils understand how things work and how to make things work. All key areas are linked to a 'famous inspiration' to facilitate meaningful and relevant cross-curricular links.</p> <p>EYFS</p> <p>In the EYFS, children access a wide range of opportunities and resources which help to develop, and consolidate their knowledge, skills and understanding when designing and making within their own play and learning. Specific knowledge and skills are taught explicitly through the 'Expressive arts and design' strand of the curriculum.</p>	<p>As a result of our D&T curriculum, pupils will have an excellent attitude to learning and show clear enjoyment and confidence in D&T. Children will become responsible designers and makers, developing the necessary skills and attributes which they can use beyond school and into adulthood. They will learn to take risks, becoming resourceful, innovative, enterprising and capable citizens.</p> <p>The impact of our curriculum is monitored through continuous formative assessments. The work that the children produce in D&T may be assessed throughout judgements of their recorded work, but a large proportion of assessment is involved with the practical application and language development involving discussion, description and explanation of skills. Subsequently, assessment is based on progress throughout a project as well as the final product. Teachers make a 'best fit' judgement as to whether the pupil is making good progress or working at greater depth or has yet to achieve the expected level of development.</p> <p>Progress is evidenced in a variety of ways including children's class books and through photographs of the making process and final product.</p> <p>Children's projects and work is displayed, enhancing the school environment and reflecting children's sense of pride in their work.</p>

