

The Intent, Implementation and Impact of Tickhill Estfeld Primary School's Technology Curriculum

Intent

Design and Technology is an inspiring and practical subject. It encourages children to learn to think and work creatively to solve problems both as individuals or collaboratively as members of a team.

At Tickhill Estfeld Primary School, we aim to encourage children to reflect upon and evaluate past and present technology, its uses and its effectiveness and to use their creativity and imagination, to design and make products within a variety of contexts, considering their own and others' needs, wants and values.

We aim, wherever possible, to link work to other subjects such as Mathematics, Science, Computing and Art to give the children opportunities to learn life skills and apply skills to 'hands on' situations in a purposeful context.

Implementation

Technology lessons are generally taught as a block so that children's learning is focused throughout each unit of work.

Clearly structured Design and Technology projects teach children the skills, knowledge and vocabulary as set out in the National Curriculum Design Technology Programmes of Study, and EYFS curriculum.

Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in an iterative process of designing and making.

Our Design and Technology curriculum provides children with opportunities to explore a range of existing products and formulate opinions on these, in order to make design decisions for their own products. Children research, explore and investigate, develop & represent their ideas, make quality functional products and evaluate their work. They work in a range of relevant contexts and are exposed to a range of media.

Key skills and knowledge for Technology have been mapped across the school to ensure progression.

Impact

The children will have clear enjoyment and confidence in Design and Technology and an understanding of its impact on the world.

They understand more about the Design Technology process and become resourceful and creative problem solvers, ultimately applying knowledge and skills they have learned to design and make quality products.

They also demonstrate this knowledge when using tools or skills in other areas of the curriculum and in opportunities out of school.

As designers children will develop skills and attributes, such as resilience they can use beyond school and into adulthood.