Subject on a Page

KIDGATE ACADEMY

Design & Technology

With Design and Technology, we can develop a brighter future.

At Kidgate Academy, Design and Technology will give our pupils the opportunity to become critical thinkers, problem solvers and creative individuals. We strive to build on practical knowledge as well as technical knowledge and provide lifelong learning opportunities.

Intent – What do we aim to deliver?

At Kidgate Academy, we aim to provide our children with the skills, knowledge and confidence to believe that they can develop a brighter future. In order to help our children to believe they can do this, we promote ambition and aspiration within STEM subjects, often making links to careers in this field and, where possible, speaking to people who are currently in these jobs.

A high-quality Design and Technology education should inspire, enthuse and challenge children - enabling pupils to communicate what they observe, feel, think and create through drawing, creating, evaluating and problem solving. As our pupil's progress through their learning journey, they will gain a more thorough understanding of creativity, the design process. These skills will be broadened and deepened throughout EYFS - Key Stage 2, embedding techniques which are valuable in everyday life.

Our Design and Technology curriculum takes inspiration from real world events, objects, individuals and practical experiences to develop a new product. We learn about key events and individuals which have helped to shape the world we live in today.

Finally, resilience through self-evaluation of work is encouraged, children are taught to improve their work and reach their goals to the best of their abilities. We ensure through Design and Technology we follow an iterative design process, encouraging them to identify real and relevant problems, critically evaluate products, and take risks when designing and creating solutions to these problems.

Design and Technology is taught explicitly in Years 1 - 6 which allows the children to learn and engage their knowledge and skills in depth. In EYFS it is throughout our daily practice and provision with opportunities to be creative and to problem solve.

Implementation – How do we aim to deliver it?

At Kidgate Academy, Design and Technology is taught explicitly in Years 1 – 6 which allows the children to learn and engage their knowledge and skills in depth. As our Design and Technology curriculum is progressive, children build upon their prior knowledge through revisiting and consolidating skills alongside introducing new knowledge, challenge and skills in each unit. Alongside this, there are many cross-curricular links which are made, further enhancing their understanding.

Design and Technology lessons follow the six part structure of 'Get Ready', 'Remember', 'My Turn', 'Our Turn', Your Turn' and 'Reflect'. This is supported by the medium-term planning document. All lesson slides should follow this structure to aid consistency and reduce cognitive load for pupils. They should also have the subject intent ('With DT we can develop a brighter future.') at the top of the slides, above the learning question.

In EYFS, teachers help children to develop an understanding of the world around them. Through the continuous provision provided in our EYFS base, children are supported to develop their gross and fine motor skills, problem solve, and design. They also have the opportunity to work with food, developing food technology skills through regular cooking and baking activities. Our KS1 and KS2 teams then build upon these foundations through carefully developed Design and Technology units.

Impact – How will we know when we have delivered it?

When pupils have reached the end of their primary journey, we want them to have acquired, improved and embedded a range of skills. Children will be able to take design inspiration from existing products in order to create their own.

They will be able to apply the practical techniques they have acquired in order to make high-quality products which are fit for purpose and fit for their audience. Alongside this, to be able to use technical vocabulary to discuss the design process and their product.

Finally, they will be able to document their design process from its conception to its creation, evaluation and improvement. Most importantly, we want pupils to have found and enjoyed a creative passion – a means of self-expression and enjoyment.