

Intent:

What do we want children to learn?

At South Marston, we encourage our children to be problem-solvers and innovators. Our D&T curriculum provides our pupils with the opportunity to explore a range of relevant and real problems in a variety of contexts in a creative, imaginative and practical way.

Children are introduced to the work of notable inventors, designers and architects to help develop knowledge and vocabulary linked to skills. Children develop an interest and understanding of the ways in which people from the past and present have used design to meet their needs.

The National Curriculum shapes our Design and Technology curriculum, our school curriculum, our school values and the ethos at South Marston. Our DT curriculum aims to ensure that all children:

- Develop the **creative, technical** and **practical** expertise needed to perform everyday tasks confidently and to **participate successfully** in an increasingly technological world.
- **Build and apply** a repertoire of knowledge, **understanding and skills** in order to design and make prototypes and products for a wide range of users.
- **Critique, evaluate and test their ideas** and products and the work of others.

Our Design and Technology Blueprint:



Implementation:

How do we do it at South Marston CofE Primary School?

All teaching of DT should follow the design, make and evaluate cycle with each stage rooted in technical knowledge. This allows the children time to reflect upon their design and products and think of ways that they could be improved or adapted. Teachers' support and model increasingly progressive evaluative skills to enable children to create products of a high-quality throughout school. We follow an approach in design and technology that enables all our learners to build strong knowledge and skills in the subject, using a robust and clear progression within the curriculum. This enables our children to build on prior knowledge and language related to the subject as well as covering progression within all national curriculum areas.

At South Marston we teach well planned and resourced projects that aim to provide children with a hands-on and enriching experience. We teach a range of skills that make children aware of health and safety issues related to the tasks undertaken. Our children are given real life products to explore in great detail, expanding their knowledge of how they look and work, allowing children to evaluate products against their target market and purpose.

Units on nutrition are taught ensuring that children have a growing understanding of where food comes from, its seasonality and the need for a healthy and varied diet.

Impact:

On leaving South Marston CofE Primary School children will:

By the time that our pupils leave South Marston, they will have an excellent attitude to learning and independent working and the ability to work constructively and productively with others.

We aspire that pupils will have gained knowledge and understanding of different skills and techniques required to problem-solve by designing and creating a variety of products. The children will have the ability to act as responsible designers and makers through working safely, using their ability to manage risks exceptionally well to manufacture products safely and hygienically.

Children will leave having enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum and onto wider life and later careers.

What Science looks like at South Marston CofE Primary School?

Our Medium Term Planning each term is based on National Curriculum Statements and use of our teaching backwards approach to ensure consideration of progression in each DT topic across the school. Knowledge organisers are present for each topic in all year groups for children to refer to throughout learning. Children show the expected knowledge and skills required in each session and can discuss these. Sessions will include learning about the creative technical and practical skills needed to design and make high quality proto-types and products and the skills needed to evaluate.