



INTENT - IMPLEMENTATION - IMPACT

DESIGN AND TECHNOLOGY

INTENT

Our Design and Technology curriculum at Semley School intends to develop children's academic and practical skills by encouraging them to solve problems based on initial exploration of designers and their products, leading to solving problems based on real life contexts. Design and Technology gives all children the opportunity to reflect on what they have learned through their practical exploration and then to use this knowledge to design and make their own product. It aims to encourage children to take risks, to develop new innovative designs and to be reflective learners by giving them opportunities to evaluate their own work, as well as the design and work of others within school and the wider world. Children are given time to test their own products and make adjustments which enable them to change their designs and improve their end product. By looking at the work of others and giving praise to celebrate success, and words of advice when products need further work, children become evaluative learners. At Semley, we believe this hands on approach also gives access to other areas of the curriculum such as Mathematics, Science, Computing and Art. Skills and techniques developed through Design and Technology are of great importance in our ever changing technological world to ensure that children are equipped for the next stages in their lives.

IMPLEMENTATION

Our Design and Technology curriculum is designed by identifying the key skills, knowledge and understanding required by the National Curriculum, which is then planned to ensure that the skills are taught across the key stages and that new skills build on and develop the skills taught in previous year groups. All children are given the opportunity to engage in a wide range of DT activities which actively encourage them to embrace the subject and develop a lifelong set of skills. Design and Technology is a practical subject in which children play with and explore a wide range products and designs. They use knowledge from this exploration to create their own designs and they then use a varied range of materials and tools to build their own products. DT projects are designed to be relevant, motivating and engaging for the children and inclusive of all groups of children and individuals across the school. Opportunities for evaluation throughout the project enable children to look deeper into their learning and reflect on what they have designed and made and whether it has successfully met their own design criteria.



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IMPACT

At Semley, our Design and Technology curriculum enables and encourages our children to become critical thinkers, who have every opportunity to develop as inquisitive designers and technologists. Through DT our children learn to take risks, become resourceful, innovative and enterprising individuals. Children learn to be passionate and excited by the designing and making of products. As a year 6 Designer and Technologist, transitioning to secondary school, we aspire that pupils will have gained knowledge and understanding of different skills and techniques required to problem-solve by evaluating, designing, creating and improving a variety of products using a safe approach. They will have an understanding of the cross curricular elements within the subject and the importance of skills learnt in other areas of the curriculum and how they aid the design and make process, as well as how these techniques and skills will aid them in future life and learning.