



Design and Technology at Ashby Hastings Primary School

Intent

Our D&T Curriculum will teach our children how to design, make and evaluate projects for a particular purpose, by promoting problem solving and increasing independence.

At Ashby Hastings Primary School, we aim to provide children with a D&T education that is relevant in our rapidly changing world. We believe that high-quality D&T lessons will inspire children to think independently, innovatively and develop creative, procedural and technical understanding. Our D&T curriculum will provide children with opportunities to research, represent their ideas, explore and investigate, develop their ideas, make a product and evaluate their work.

Implementation

Children will be introduced to a range of carefully selected exploration tasks to build up skills and knowledge and design and make tasks as they progress through KS1 and KS2. These will link to other curriculum areas such as Topic, Science and English. Design and Technology will be linked to cross-curricular topics, however, will encompass the discrete teaching of Design and Technology skills.

Enrichment days will be planned each year to supplement curriculum time. Careful selection of tasks will ensure progression in terms of knowledge, skills, techniques and technical vocabulary development. Children will have opportunities to apply these to design and make tasks as they further progress up the school. There will be many opportunities for recapping of knowledge and skills as links to previously learning will be incorporated into teaching.

Children will have access to key knowledge, language and meanings to understand Design and Technology and to use these skills across the curriculum. In D&T children will be asked to solve problems and develop their learning independently. This will allow our children to have more ownership over their curriculum and lead their own learning.

Impact

Children will have clear enjoyment and confidence in design and technology that they will then apply to other areas of the curriculum. They will ultimately know more, remember more and understand more about Design and Technology, demonstrating this knowledge when using tools or skills in other areas of the curriculum and in opportunities out of school.

We believe that if taught well, a high quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation. As designers' children will develop skills and attributes they can use beyond school and into adulthood.