

Vision

Our Design Technology provision allows children to explore, create and evaluate their personal creations.



Design Technology



Content & Sequencing

Big Ideas

Research

Famous Designs

Creativity and Design

Evaluation

KS1

Children become familiar with the concepts of designing and making. Looking at current products and designs children will use these to inspire their own work.

KS2

Children expand their studies to focus from KS1 and begin to analyse and innovate current designs. Children will carefully plan their designs before creation allowing the product to be more accurate. Evaluation will allow children to reflect on their products and suggest improvements.

Whole School

Staff will follow an agreed process for designing to encourage the children to be real life 'designers'.

Cross Curricular Links

Maths: Shape and Measure

Computing: Use of digital technologies

Art: Research and planning.

Science: Making observations and evaluation.

PSHE: Reflection and teamwork.

Retrieval Practice

Lessons begin with a recap of prior and relevant learning

Key concepts revisited and processes followed across school.

Key vocabulary shared using ICT and iPads.

Previous learning accessible to the children through the use of Showbie.

Progress

Skills and key vocabulary developed through KS1 and KS2.

Class Teacher feedback allows children to make adjustments and improve their design.

Teachers able to access all year groups plans and ideas to ensure progress across the school.

Support

Children have access to prior learning on iPads.

Support and resources in different media (image, video and voice) accessible through Showbie.

Staff CPD provided by Design Technology lead.