

Design Technology

Intent

At All Saints Junior School, we have chosen to use units of work from [Kapow](#) to form the core basis of our design technology (DT) curriculum and it is our intent that this subject is taught in all year groups through three projects per year.

These projects are well-planned units of learning, which ensure progressive coverage of the knowledge, understanding and skills required by the National Curriculum.

Through our DT projects, we aim to inspire our children by offering a broad range of practical experiences to create innovative designs, which solve real and relevant problems within a variety of different contexts.

The iterative design process is fundamental and runs throughout the units; this process encourages children to identify real and relevant problems, critically evaluate existing products and then take risks and innovate when designing and creating solutions to the problems.

As part of the iterative process, time is built in to reflect, evaluate and improve on prototypes using design criteria. Opportunities are provided for children to evaluate key events and individuals who have helped shape the world, showing the real impact of design and technology on the wider environment and helping to inspire children to become the next generation of innovators.

Implementation

At All Saints, we deliver our design technology curriculum in the form of three 'DT Days' per year. On each DT Day, children work on a specific project using the Kapow scheme of learning. These projects have been chosen carefully to ensure progression and coverage against the National Curriculum, which means projects may be mechanical, structural, electrical, nutrition-based or using textiles.

As a school, we are dedicated to the teaching and delivery of a high-quality design technology curriculum and, as such, design and technology skills and understanding are built into our DT days, following an iterative process that helps to build a depth to children's understanding.

Key vocabulary is always carefully built into each DT Day to ensure that children are allowed to access and apply this core knowledge. Through these project days, we hope to inspire pupils to develop a love of Design and technology and see how it has helped shaped the ever-evolving technological world they live in.

Design technology also provides many cross-curricular opportunities, and so also draws upon a large amount of subject knowledge and skills from within maths, science, history, computing and art.

Impact

Through the quality teaching taking place, and through the ongoing assessment opportunities throughout individual DT topics, we will see the impact of the subject in different ways.

Not only will our children have clear enjoyment and confidence in all areas of design technology, but they will also develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. They will learn to take risks, become resourceful, innovative, and enterprising individuals and be critical thinkers who can look at existing designs to analyse and assess their effectiveness before considering ways of redesigning and reconstructing it to improve its overall success.

Learning is assessed through the analysis of the pupil's ability to evaluate, design, make and improve their own work.