

Curriculum drivers

Relevance: Our children will design products with a purpose, considering who the product is for and why they are making it. They will be encouraged to make choices to help make their products unique following a specified design brief. They will be taught life skills that will be useful in their future. The DT blocks are sequenced to focus on the process required to create a product and the skills are planned to develop over time.

Curiosity: Our children will have opportunities to ask how things work, explore a wide range of existing products and consider ways in which they could be adapted and improved. They will have time to explore and innovate through the use of design briefs. They will have opportunities to explore design technology beyond their experiences.

Knowledge: Our children will have the opportunity to explore and use a range of tools and techniques to design and make products. They will have opportunities to make choices and solve problems. They will know the names of the techniques and equipment they are using.

Fluency: Our children will be able to talk through the processes that they have used to create a product and evaluate it against their brief. Children will be able to freely appraise products they see. They will be able to use the vocabulary previously taught within the blocks to discuss their learning. They will follow the design process from brief to evaluation and be encouraged to explain this process.

Sequencing of content

We use KAPOW to support the teaching of DT.

A range of key skills are taught across the phases giving opportunities to deepen knowledge and build skills.

The process of design will follow the structure: introduction and design brief, research and designing, mock-ups and prototypes, making, testing/tasting, refining and evaluating.

Diversity

We will ensure that everyone has access to opportunities to design and make in school according to their needs.

We will promote role models from a variety of backgrounds, gender and ethnicity who work in the field of design technology.

We will ensure that local Norfolk designers, inventors and businesses are celebrated and explored and where possible links are made with these designers in school sessions. Visitors invited in where practicable.

Big ideas

- Design make and evaluate a wide range of products.
- Learn to use a wide range of tools and equipment to perform practical tasks.
- Understand and explore the range of existing products.
- Learn about cooking and nutrition and understand the basics of a healthy lifestyle.

Retrieval practice

Lessons will start with a recap from the previous session.

Children have regular opportunities to practice skills such as cutting, drilling, shaping, joining and finishing.

Expectation of regular use of pre-taught vocabulary.

Application of previous skills in new projects.

Remembering knowledge is celebrated through our "R" Resourceful.