



Design & Technology at Tetney

Design & Technology: The Curriculum.

Design & Technology (DT) plays an important role within the curriculum at Tetney and is one of many subjects that help to accomplish our schools mission of creating prosperous and knowledge-rich pupils. Children have planned opportunities to use their creativity and imagination, to design and make products that solve real and relevant problems within a range of contexts. The DT Curriculum includes links to designs and designers throughout history, enabling children to critically reflect upon and evaluate their own designs. We aim to, wherever possible, connect work to other disciplines such as mathematics, science, engineering, computing and art. This provides the learning with a purpose and relevance to the children.

At the end of Foundation at Tetney

Pupils will gain a secure understanding of what DT is in a practical, playful and inclusive way with support and challenge from adults. Pupils will begin to develop vocabulary specific to DT, through stimulating continuous provision opportunities through adult scaffolding and evaluative interactions.

At the end of Key Stage 1 at Tetney

Pupils will develop their understanding of DT through a variety of creative and practical activities in a way that encourages a design, make and evaluate model. Pupils will further enhance their vocabulary, specific to DT, and be given greater autonomy over the tools, equipment, materials and components required to complete a practical task.

At the end of Key Stage 2 at Tetney

Pupils will apply their understanding of DT through a variety of creative and practical activities using the design, make and evaluate mode. Pupils will use research, and discussion, to develop and design criteria for innovative designs and select from a wider range of tools to achieve their designed end product. Pupils will be encouraged to evaluate their ideas against their own design criteria, considering views of others to improve their work and understand how key events and individuals have shaped the world around us.

Pedagogy: How the Curriculum is Taught

Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in an interactive process of designing and making.

When designing and making, the school uses a standardised planning format to ensure the pupils are familiar with the design cycle:

Design – use research and develop design criteria to design for a purpose and communicate their ideas through a range of mediums.

Make – use a wider range of tools and equipment with accuracy and use a wider range of materials and components according to their qualities.

Evaluate – evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Assessment

We use a multi-faceted approach to assessment within DT.

- Skillful questioning lesson by lesson
- Focused practical tasks and purposeful evaluation
- Evidence of learning seen in the designs, completed products and evaluations from the children.

Cultural Capital

Enrichment events are an essential part of the Tetney DT Curriculum which enhances the knowledge-rich curriculum. The enrichment events provide pupils with discrete time to focus and deepen their learning, they provide opportunities for new experiences as well as nurturing and developing a thirst for learning.

Career Professional Development

We develop strong subject knowledge amongst all staff which is achieved through, comprehensive middle leadership and development, a focus on developing all teachers' subject knowledge and pedagogy and provision of high-quality planning resources.



Design Technology Curriculum Overview:

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Design and technology is explored through tool safety, process making e.g. play dough, block play and food technology.					
	Simple Structures Cooking and Nutrition Tools- With simple rules		In 3D Cooking and Nutrition Tools- With simple rules		Packaging Cooking and Nutrition Tools- With simple rules	
Year 1		Structures - Freestanding		Textiles – Templates & Joining		Mechanisms – Wheels & Axles
Year 2		Exploring food from around the World (South America)		Mechanisms – Sliders & Levers		Structures - Freestanding
Year 3		Mechanisms – Levers & Linkages		Textiles - 2D to 3D product		Exploring food from around the World
Year 4		Exploring food from around the World (Italy)		Systems – Electrical Systems. Simple Circuits		Structures – Shell Structures
Year 5		Structures		Mechanisms – Pulleys or Gears		Textiles – Joining Fabrics/ materials
Year 6		Food Enterprise: Celebrating Culture & Seasonality		Systems – More Complex Switches		Textiles – Using Computer Aided Design