



THE INTENT, IMPLEMENTATION AND IMPACT OF THE DESIGN AND TECHNOLOGY CURRICULUM

INTENT

At Wildmoor Heath, our six unique curriculum drivers play an important role in the teaching and learning of Design and Technology; these are Opportunities, Creativity, Environment, Well-Being, Communication and Community.

Design and Technology is an inspiring, rigorous and practical subject. It encourages children to learn and think creatively and to solve problems both as individuals and as members of a team. We encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, for a range of target users. When possible, we aim to link DT work to other subject areas such as mathematics, science, computing and art. Teachers ensure that our learners have opportunities to reflect upon and evaluate past and present design technology, its uses and effectiveness, and are encouraged to become innovators and risk-takers. We also encourage them to evaluate each other's work constructively, as part of the development of their confident speaking and listening skills.

IMPLEMENTATION

Our DT curriculum is progressive, allowing learners to learn and apply their skills to more difficult projects. We teach Design and Technology as a termly theme, focusing on the knowledge and skills stated in the National Curriculum. Wildmoor Heath learners are taught to design, make, evaluate, learn technical knowledge, understand about nutrition and take part in cooking classes.

We use the following areas to plan our Design and Technology curriculum:

- Mastering practical skills;
- Design, make, evaluate and improve;
- Take inspiration from design throughout history;

We believe it is important to give the children 'real life' hands on experiences and continuously strive to create these opportunities for the children. Recently children enjoyed the opportunity of working with Barratt Homes, helping to build a wall for the new housing development in Crowthorne. Pupils also have the opportunity to take part in a 'roots to food' workshop where the children learn about where the food that they eat has come from and enjoy cooking a delicious and healthy meal.

YEAR TERM	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
YEAR 1		Design and build own rocket	Design own uniform Plan a healthy snack	Design and build a new home Cooking – Easter nests		Ice lolly making
YEAR 2	Designing wellies	Bridge building	Cooking		Toy making	Cooking
YEAR 3	Stone Age Meal		Design an expedition vehicle			
YEAR 4	Canopic Jars				Italian landmarks from recycling Roman bread	
YEAR 5	Mars Rover / Moon Buggy		Viking jewellery		Shelters	
			Weaving		Bridges	
YEAR 6		Cooking Rationing recipes			Textiles	

IMPACT

By the end of their primary education at Wildmoor Heath, children will have met the National Curriculum objectives in Design and Technology, well prepared for their future learning at secondary school. They will have developed a fascination in Design and Technology, interested and prepared to take part in the development of tomorrow's rapidly changing world.

By the time pupils leave Year 6 they will have:

- Significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes;
- An excellent attitude to learning and independent working;
- The ability to use time efficiently and work constructively and productively with others;
- The ability to carry out thorough research, show initiative and ask pertinent questions to develop a finely detailed knowledge of users' needs;
- The ability to act as responsible designers and makers, working ethically, using finite materials carefully and working safely;
- A thorough knowledge of which tools, equipment and materials to use to make their products;
- The ability to apply mathematical knowledge;
- The ability to manage risks exceptionally well to manufacture products safely and hygienically;
- A passion for the subject and knowledge of, up-to-date technological innovations in materials, products and systems.
