Design and Technology at Monken Hadley

Curriculum Intent

At Monken Hadley Primary School, we value Design and Technology as an important part of the children's entitlement to a broad and balanced curriculum.

Following the national curriculum for Design and Technology, we ensure that all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world;
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users;
- critique, evaluate and test their ideas and products and the work of others;
- understand and apply the principles of nutrition and learn how to cook.

We believe that Design and Technology should be practical, inspiring, inclusive and give children the opportunity to solve problems using their own imagination and creativity. Skills from across the curriculum are implemented and risk taking, resourcefulness and resilience are encouraged as they explore the design process. As pupils progress children become resourceful, innovative, enterprising, capable designers and makers. We endeavour to provide rich and varied learning opportunities both inside and outside the classroom as we want our children to use creativity and imagination and make products that solve real and relevant problems within a variety of contexts considering their own and other's needs.

Curriculum Implementation

Our Design and Technology lessons are taught through a thematic approach using our Curiosity Curriculum. Our Design and Technology curriculum ensures a rich and fulfilling learning experience with cross-curricular links including mathematics, science, computing, art and design. Our learning and teaching in Design and Technology is creative and hands-on, allowing opportunities for children to work independently, in pairs and in groups both inside and outside the classroom. Teachers plan lessons for their class using our Curiosity Curriculum which is skills- based and links to the wider project across the curriculum. A variety of teaching approaches are used based on the teacher's discretion, experience and judgement. Lessons are based on the 'design, make and evaluate cycle and children are encouraged to continually problem solve and learn from others.

As well as this, Design and Technology is promoted throughout our school using a variety of platforms. We explore design and technology through forest school; building real life dens is a firm favourite with the children. Educational visits are another opportunity for teachers to

plan for additional design and technology learning outside the classroom and project based homework which is displayed proudly within the school.

Curriculum Impact

At Monken Hadley, the essence of our curriculum is based on curiosity and our aim is for all our children to become creative problem solvers, both as individuals and as part of a team. We want every child to leave us in Year 6 with a repertoire of design skills and attributes that they can use beyond school and into adulthood.

The impact of teaching and learning is measured through an assessment of the high quality products the children have made, the knowledge and skills they have developed and their ability to apply these in a variety of ways. Design and Technology is monitored throughout all year groups using a variety of strategies such as learning walks, professional discussion with teachers, images and videos of children's practical learning and pupil voice.