

Chase Side Primary School

Intent, Implementation and Impact



DESIGN & TECHNOLOGY AT CHASE SIDE

Design and Technology is an inspiring subject that offers children the chance to work collaboratively. Children have the opportunity to develop their skills of problem-solving by understanding how materials, structures, mechanisms and electrical control work. They gain the knowledge and skills to research, design, make and evaluate their products. It helps children understand how the world has changed and that products we use every day have been designed and manufactured to meet their intended purpose.

Intent – What we are trying to achieve?

At Chase Side Primary School we strive to provide our pupils with the opportunity to learn how to take risks, collaborate with others and become resourceful, innovative and capable citizens through the teaching of Design and Technology. Pupils are encouraged to use their creativity and imagination to design and make products which solve problems in a variety of different contexts. Our pupils are encouraged to be reflective, by evaluating past and present design and technology, how it is used and its effectiveness. We aim to, wherever possible, draw upon subject knowledge and skills within other curriculum areas such as mathematics, science, computing and art.

Implementation – How do we translate our vision into practice?

All teaching of Design and Technology should follow the design, make and evaluate cycle. When designing, pupils should be provided with real-life issues and contexts to give meaning to the process. During the making process, pupils should be able to access and choose from a range of equipment. In the final stage, pupils should be able to evaluate their product using

design/success criteria. Throughout each of these stages pupils will be exposed to technical language, knowledge and skills.

The key skills and knowledge for Design and Technology have been mapped across the school to ensure skills progression between year groups. The key skills taught are:

- Cooking and nutrition
- Textiles and sewing
- Electrical and mechanical components
- Using materials

Design and Technology is usually taught in short blocks during alternative half terms, although class teachers are able to decide how and when they deliver their lessons.

Impact – What is the impact of the curriculum on our pupils?

- The ability to work constructively with others.
- The ability to manage risks and produce products safely and hygienically.
- The ability to carry out research, ask questions to improve their understanding and knowledge of products and technologies.
- The ability to understand and apply the principles of nutrition and learn how to cook.
- The ability to develop creative, technical and practical capability.