

SUBJECT ON A PAGE Design and Technology

OVERALL CURRICULUM INTENT: "Envisaging what might exist in the future and using tools and materials to create and critique that future is a unique human ability, which has led to the development of successive civilisations across history. It embodies some of the best of what it means to be human. Through teaching young people design & technology schools introduce pupils to this field of human endeavour and empower them to become people who see the world as a place of opportunity where they and others can, through their own thoughts and actions, improve their situation" Jacob Bronowski

SUBJECT SPECIFIC: At Netherton Infant and Nursery School we aim to teach Design and Technology in a fun, practical and meaningful way. From Nursery through to Year 2 children will learn skills and acquire subject knowledge which will enable them to become the designers, makers, inventors and architects of the future. Each stage of learning builds on skills practised and knowledge embedded in the previous stage so our pupils are prepared for experiences in the wider world. Children will make products that solve real and relevant problems within a variety of contexts. They will learn about the importance of a healthy diet and lifestyle and prepare nutritious food. Tasks are differentiated to meet all learning styles and ranges of abilities so children can make progress and achieve their full potential. We want children to learn how to communicate in a team and be imaginative; how to take risks and be resourceful; how to evaluate and test their ideas and products and be resilient. We want children to enjoy Design and Technology and to be proud of what they design and

make.

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	INTENT	IMPLEMENTATION	IMPACT	
	The aims of the teaching	How the teaching is structured/sequenced and	What knowledge & skills are gained	
	•	assessed		
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	 At Netherton Infant and Nursery, we aim to 	At Netherton Infant and Nursery, we develop	 Children will enjoy lessons in Design and 	
	build a Design and technology curriculum	the knowledge, skills and understanding a set	Technology and teachers will be confident in	
	which is rigorous, practical and relevant to	out by the National Curriculum for Design and	delivering the subject	
	our children's experiences.	Technology	The learning environment and teaching will	
	 We want our children to develop their 	O 7		
	·	We have a clearly mapped out progression of	ı	
	imaginations, creativity and technical	skills and knowledge from the Early Years to	Children will build and apply their skills and	
	knowledge and skills to become the	Year 2, which ensures that learning is built on	knowledge in order to design and make	
	designers, makers and innovators of the	year by year and is accessible to all.	products for a wide range of users: they will	
	future.	In the Early Years, children develop essential	evaluate and test their ideas and products	
	 We want our children to share their ideas, 	skills which prepares them for their transition to	·	
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	solve problems and find solutions to real life	Key Stage 1. Children will have opportunities	Children will develop the confidence to take	
	situations.	to work with a variety of tools and equipment,	risks, to make mistakes and to bounce back	
	Children will design and make products within	materials and construction kits, junk modelling	when things go wrong	
	a variety of contexts, considering their own	and malleable materials, natural and found		
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	a variety of contexts, considering their own and other's needs, wants and values.	and malleable materials, natural and found objects as well as food.	gr ge meng	

- Children will have opportunities to research, represent their ideas, explore and investigate, make products using a wide range of materials, including food, and evaluate their work.
- It is our aim to create strong cross curricular links with other subjects and for the skills learned in Design and Technology to be transferrable to subjects such as Maths, Literacy, Science and Art.
- We want our Design and Technology curriculum to give our children the opportunities and experiences they need to be successful in later life.

- In Key Stage 1 we have chosen to follow the Plan Bee scheme for Design and Technology
- Children will be taught three units in Year 1 and three units in Year 2, based on the NC strands of Structures, Mechanisms, Textiles and Cooking and Nutrition.
- In Year 1- Stable Structures, Moving Minibeasts and Eat More Fruit and Vegetables
- In Year 2- Puppets, Perfect Pizzas and Vehicles
- Each project addresses the principles of designing, making and evaluating and teaches the technical knowledge and understanding in a meaningful context.
- Teachers will amend the units to ensure differentiation to meet children's needs and abilities.
- Teachers will aim to allow time for children to immerse themselves in a project, master practical skills, develop their own ideas and understand key vocabulary
- Design and Technology will be evidenced by class teachers in floor books and work will be displayed as appropriate
- Progress will be monitored on an ongoing basis

- Children will be able to apply the skills learned in Design and Technology to other areas of the curriculum
- Children will understand some basic principles of cooking and nutrition which will lead to a healthy lifestyle

By the time our children leave Netherton Infant and Nursery, they will have also developed our three core values:

- An excellent attitude to learning so they can
 ACHIEVE
- The ability to work with others on a project
- FRIENDSHIP
- The ability to listen to others, ask questions and communicate their ideas RESPECT