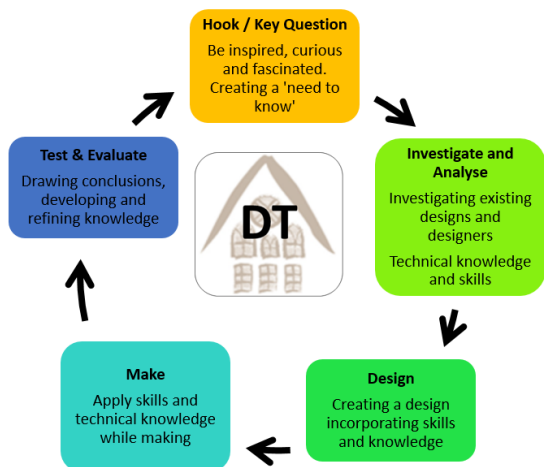




Cove Junior School Curriculum Statement Design and Technology

“Design is not just what it looks like, design is how it works” – Steve Jobs

Design and Technology Enquiry Approach



National Curriculum Aims

The National Curriculum for Design and Technology aims to 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.

Curriculum Intent for Design and Technology

Our intent is to offer the children at Cove Junior school an inspiring and engaging Design and Technology curriculum. It will be taught in all year groups through one topic a term, which includes one topic related to food. The children have the opportunity to work in a range of contexts through our enquiry, topic based approach which allows for cross curricular links to be made. Through the teaching of a wide a varied Design and Technology curriculum we aim to equip them with the skills and knowledge base needed to confidently engage in the process of designing and making. Here at Cove Juniors, we aim to encourage the children to become confident and inquisitive learners who have the skills and knowledge to deal with tomorrows rapidly changing world.

Curriculum Implementation for Design and Technology

We aim to have a consistent approach to D&T. To achieve this, we have collaboration between year groups to ensure balance, breadth, continuity and progression of knowledge and skills. Design technology units are planned to give all children opportunity to develop and build knowledge for future learning including those children with SEND or disadvantaged. At the centre of our planning is the belief that D&T is about making things for a specific purpose. Through this approach the children develop a critical understanding of D&T's impact on daily life and the wider world. This is echoed in the curriculum where we focus on investigating past and present designs. Our teaching cycle includes the elements of investigating, planning, evaluating. Through the study of DT pupils will draw on other disciplines such as mathematics, science, computing and art. Pupils also learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens.

Curriculum Impact for Design and Technology

As our aim is to provide the children with the opportunities to develop their skills and knowledge base and to have a better understanding of the design process. We assess Design and Technology in line with the school's system of assessment. Progress is measured and evidenced for all children regardless of their starting points or specific needs. Progress is seen as children acquiring the appropriate age related knowledge and skills which equip them to progress from their starting points, linked to the National Curriculum. Formative assessments are made by our class teachers regularly during lessons and they use findings to inform planning. Verbal marking within lessons drives immediate feedback and adaptations to learning. Summative assessment is also used to track pupils' development throughout the year using the school's assessment system. Through conferencing, children should be able to talk and discuss their learning, linking it to their prior learning. At the end of each unit, children are expected to critically evaluate their work, against their design criteria.

