



# Design & Technology at Mulbarton Primary School

*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.*

## Intent

At Mulbarton Primary School, Design and Technology gives children the opportunity to develop skills, knowledge and understanding of designing and making functional products. We feel it is vital to nurture creativity and innovation through design, and by exploring the designed and made world in which we all live and work.

## Implementation

To ensure high standards of teaching and learning in Design and Technology, we use the D&T Association's 'Projects on a Page' Scheme which allows clear progression through the school.

D&T is taught through a cross-curricular approach linking topic work and themes in each Year group, where possible. Where possible the children explore different techniques and methods, practise them and then explore adjustments or say how they would improve their designs. In D&T children will be asked to solve problems. This allows the children to have ownership over their curriculum and ultimately lead their own learning. At times they may be asked to take part in collaborative learning where children may be asked to work as part of a team to work on a product. The children learn to support and help one another towards a challenging yet rewarding goal. As the children progress up the school, they will have an increasing awareness of the health and safety aspects of D&T and be able to apply these within school and their own lives

## Impact

Children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum. Through carefully planned and implemented learning activities the pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. They gain a firm foundation of knowledge and skills to see them equipped to take on further learning in High School. Pupil's skills and knowledge are assessed ongoingly by the class teacher, throughout lessons and a summative assessment is completed termly. This informs the Design and Technology coordinator of any further areas for curriculum development, pupil support and/or training requirements for staff.