Bishop King C.E. Primary School

Our Intent, Implementation and Impact statement for Design and Technology

Design and Technology intent statement:

At Bishop King, we understand and know the importance of exposing our pupils to a wide range of products that can inspire their curiosity and creativity, as well as the thought-processes involved in creating such products. With a combination of knowledge and a hands-on approach, the children take on the role of researcher, designer, maker and evaluator.

Design and Technology implementation:

Our Design and Technology curriculum is implemented through a variety of different projects over the children's time at Bishop King. The children complete 3 projects a year, with a yearly focus on a Food aspect and biennial for all other focuses.

- A clear and comprehensive scheme of work (Projects on a Page) in line with the National Curriculum. Children in KS1 and KS2 will continuously build upon their previous learning, they are able to expand their **knowledge** and **understanding** of **researching**, **designing**, **making** and **evaluating** different products. The children in EYFS are able to make choices and make decisions about resources and designs, children are able to build their knowledge and understanding as building and construction toys are available during all free flow sessions.
- All children have access to key **knowledge** and **vocabulary** during all projects in order to understand Design and Technology. The spiral curriculum, alongside, the Projects on a Page scheme of work, has progressive skills, **knowledge** and **vocabulary** which is built up through each project of work and year groups.
- Children have access to a variety of real-life products to explore, expanding their **knowledge** of what products look like and how they work, allowing children to **evaluate** products against their target market and purpose.
- Safety is explained and modelled at the start of and throughout each project including food hygiene instructions.
- For each project, children follow a **research**, **design**, **make** and **evaluate** sequence, allowing children to broaden their **knowledge** of how products can be improved or adapted. Adults support and model increasingly progressive evaluative skills to enable children to create products of high-quality throughout school.

Design and Technology impact:

At Bishop King, we aspire that pupils will have gained **knowledge** and understanding of different skills and techniques required to problem-solve by **researching**, **designing**, **making** and **evaluating** a variety of products. Children are able to use cross curricular **knowledge** and high levels of exposure ensures that the children acquire a high level of relevant vocabulary. Children will know the importance of the **knowledge** and skills learnt in other areas of the curriculum and how they aid the **research**, **design**, **make** and **evaluate** process, as well as how these techniques and skills will aid them in future life and learning.

COVID 19 addendum

- All year groups in KS1 and KS2 focused on the 'Food' aspect of Design and Technology due to the Lockdown which began in January 2021.
- Projects have been changed in Summer 1 2021 in order for other areas of the Design and Technology National Curriculum to be met, apart from in Year 5 as Structures has not been covered however children will have had previous exposure.
- There will be no other significant adaptions made to our Design and Technology curriculum in 2020/2021 as the other aspects have been covered.
- Enrichment activities such as visits to restaurants may not happen due to COVID restrictions and alternative ways will need to be explored.