



Design Technology Curriculum

Statement

Every Child is a Design Technologist: At Barnet Hill Academy, our Design and Technology curriculum will ensure that our pupils gain a practical understanding of the world around them, and become resilient, independent, creative thinkers and problem solvers. We want our children to understand the different factors that contribute to complex design decisions. Following the National Curriculum and early years framework, fundamental DT skills will be systematically developed, where core component knowledge will be sequentially built upon, as per the progression map below. When they leave us, our children will have mastered all aspects of the design technology process, and have the motivation to continue their journey as young designers and engineers into future learning and careers.

Intent: We intend to build a Design Technology curriculum which is inspiring, rigorous, and practical. We want our children to use creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. We intend for all children to acquire appropriate subject knowledge, skills and understanding as set out in the National Curriculum. It is our aim to create strong cross curricular links with other subjects, such as Mathematics, Science, Computing, and Art. We want Design and Technology to prepare our children, to give them the opportunities, responsibilities, and experiences they need to be successful in later life.

Implementation: Design and Technology is a crucial part of school life and learning and it is for this reason that as a school we are dedicated to the teaching and delivery of a high-quality Design and Technology curriculum. This is implemented through, a well thought out, whole school, yearly overview of the DT curriculum which allows for progression across year groups in all areas of DT (textiles, mechanisms, structures, food and electrical systems) Well planned and resourced projects providing children with a hands-on and enriching experience. A range of skills being taught ensure that children are aware of health and safety issues related to the tasks undertaken. Each project from Year 1 to Year 6 addressing the principles of designing, making, and evaluating and incorporating relevant technical knowledge and understanding in relevant contexts. Pupils being introduced to specific designers, chefs, nutritionists, etc. helping to engender an appreciation of human creativity and achievement and increase the cultural capital from which they can draw in the future.

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. Pupils' skills and knowledge are assessed ongoingly by the class teacher, throughout lessons and a summative assessment completed termly.

	Autumn Cooking and Nutrition	Spring Textiles	Summer Structure / Mechanisms
Y1	Fruits and vegetables	Puppets	Constructing a windmill Making a moving story book
Y2	A balanced diet	Pouches	Fairground wheel Making a moving monster
Y3	Eating seasonally	Cross stitch and applique	Pneumatic toys Constructing a castle
Y4	Adapting a recipe	Fastenings	Making a slingshot car Pavilions
Y5	What could be healthier?	Stuffed Toys	Bridges Making a popup book
Y6	Come dine with me	Waist Coats	Playgrounds Automata toys