

“Success is made of 99% failure.”
James Dyson



Design Technology at Clapgate



“Learning never exhausts the mind.”
Leonardo Da Vinci

Vision

At Clapgate the aim of design and technology is to be an inspiring, rigorous and practical subject. Our curriculum intent is to allow pupils to use their imagination and creativity to design and make a range of products within a variety of contexts. This often involves designing and making a product to solve a real and relevant problem, where they need to consider their own and others' needs, wants and values. Pupils are also given the opportunity to understand nutrition and learn how to cook. We aim to, wherever possible, link their work to other curriculum areas, such as mathematics, science, computing and art.

Vocabulary

Our design and technology lessons will develop key vocabulary from early years to year 6. Children will be introduced to subject specific vocabulary during their weekly design and technology lessons. They will be encouraged to use the specific vocabulary when speaking about and annotating their work in their sketchbooks. All lessons will build on previous learning to give children a consistent learning platform, ready for high school and future design and technology teaching.

Keep up and catch up

Through formative assessment and observing during design and technology lessons, we identify children who are at risk of developing gaps in their learning and address these. Participation of lessons is always encouraged.

SEND

Even though design and technology is accessible to everyone, children who are struggling to access the learning at the expected level for their age are given appropriate supports within lessons. This can include repeated modelling of skills, use of modified resources, small group work, adult support, the use of visual and written directions and lots of opportunities to try out different ways of working.

At Clapgate the skills and knowledge that our pupils will develop throughout their design and technology units are mapped out across each year group and key stage to ensure progression. Where possible, we link the pupils' design and technology units to other curriculum areas, such as history and geography.

Pupils are given opportunities to undertake a variety of creative and practical activities through termly units. These tasks include opportunities to investigate, design, make, improve and evaluate. To undertake these tasks pupils also further develop their skills in researching, following a design brief, making prototypes, testing, improving and evaluating. We ensure that the design and technology work planned for pupils is demanding and matches the aims of the Design and Technology National Curriculum.

Our pupils are provided with opportunities to experience construction, textiles, food, computing, and electronic and mechanical products. Pupils develop detailed knowledge and skills across the Design and Technology curriculum and achieve the best possible outcomes producing work of a high quality.

Pupils gain the technical and practical expertise needed to participate successfully in an increasing technical world. Over time, they build and apply their knowledge and skills in order to design and make high-quality products for a variety of real-life contexts. Pupils learn how to take risks and ways to become resourceful, innovative, enterprising and a capable member of society.

Clapgate
Primary School
Inspiring Young Minds

Assessment

We use a variety of strategies such as regular and consistent feedback, coherently planned and demanding learning experiences and the use of sketchbooks and photographs to evaluate the knowledge, skills and understanding that our pupils have gained during each termly unit.