Groveside School

Primary
Design and Technology
Curriculum Statement

Primary Design and Technology Curriculum Statement

"Design is a funny word. Some people think design means how it looks. But of course, if you look deeper, it's really how it works." - Steve Jobs

At Groveside School we believe that Design and Technology prepares pupils to look forward and deal with a rapidly changing world. It encourages them to think imaginatively and become problem solvers who can work well independently and with their peers.

Our Design and Technology scheme of work aims to inspire pupils to be innovative and creative thinkers who have an appreciation for the product design cycle through ideation, creation, and evaluation. We want pupils to develop the confidence to take risks, through drafting design concepts, modelling, and testing and to be reflective learners who evaluate their work and the work of others. Through our scheme of work, we aim to build an awareness of the impact of design and technology on our lives and encourage pupils to become resourceful, enterprising citizens who will have the skills to contribute to future design advancements.

Each stage of the design process is underpinned by technical knowledge, which encompasses the contextual, historical, and technical understanding required for each strand.

- **Design**
- **Make**
- **Evaluate**
- **Technical Knowledge**
- **Cooking and Nutrition**

Through our Design and Technology scheme, pupils respond to design briefs and scenarios that require consideration of the needs of others, developing their skills in six key areas:

- **Mechanisms**
- **Structures**
- **Textiles**
- **Cooking and nutrition (Food)**
- **Digital world (Introduced in Year 5)**
- **Electrical systems (Introduced in Year 6)**

Each of our key areas follows the design process (design, make and evaluate) and has a particular theme and focus from the technical knowledge or cooking and nutrition section of the curriculum. The scheme is a spiral curriculum, with key areas revisited repeatedly with increasing complexity, allowing pupils to revisit and build on their previous learning.

The expected impact of the Design Technology Curriculum is that pupils will:

- Understand the functional and aesthetic properties of a range of materials and resources.
- Understand how to use and combine tools to carry out different processes for shaping, decorating, and manufacturing products.
- Build and apply a repertoire of skills, knowledge and understanding to produce high quality, innovative outcomes and products to fulfil the needs of users, clients, and scenarios.
- Understand and apply the principles of healthy eating, diets, and recipes, including key processes, food groups and cooking equipment.
- Have an appreciation for key individuals, inventions, and events in history and of today that impact our world.
- Recognise where our decisions can impact the wider world in terms of community, social and environmental issues.
- Self-evaluate and reflect on learning at different stages and identify areas to improve.

How is reading promoted in Design and Technology?

All teachers are expected to be aware of each pupil's current reading age, this will allow staff to differentiate all learning resources so independent reading can be encouraged every lesson and appropriate questioning of knowledge is utilised so each learner is more able to build upon their design knowledge.

Measuring impact in Design and Technology

At Groveside School, staff use an online platform called Evidence for Learning to record pupil attainment in Design and Technology. This system uses the **Groveside Progress Steps** Assessment Framework.

All the knowledge and skills that we would like our leaners to achieve by the end of the Key Stage are set out in sequential order on Evidence for Learning. It is our intention to ensure that all pupils progress at an expected rate, so they are able to achieve their personal best.

Pupils will be assessed against the criteria each term. Each set of criteria will have 4 aspects.

1 - Fully Supported
2 - Partially Supported
3 - Independence
4 - Wow (transferrable skills /Application