Bolham Primary School Design Technology Curriculum

Intent

The Bolham Primary School Design Technology uses the EYFS Curriculum and National Primary Curriculum 2014 as the legal basis for content and age- related expectations to deliver a curriculum which is accessible to all pupils and where children have the opportunity to:

- 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.

Implementation

Bolham Primary School Design Technology Curriculum is structured so that:

- A rolling Design Technology programme is in place which ensures our mixed age classes experience a broad and balanced curriculum over two years through Key Stage 2 and over three years for EYFS and Key Stage 1,
- Design Technology may be taught as a vehicle to deepen pupil's understanding of other subjects, such as history, geography and science, but subject specific content and skills may also be taught discreetly,
- A whole-school progression map is in place which identifies the Design Technology objectives at both key stages and for EYFS. This ensures progression within the subject and allows teachers to clearly build upon prior learning so that children will know more, remember more and understand more about Design Technology,
- Off –site activities such as museum visits and on-site activities such as visiting designers and artists provide the children with opportunities which inspire personal response, and contextualise learning of specific skills and subject matter.

Impact

The impact of our Design Technology curriculum is:
- Children acquire the key knowledge, skills and vocabulary required at the end of each key stage,
- Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values,
- Acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art,
- Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens,
- Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world.