

Design and Technology Subject Statements

Intent:

At Harnham Infant School we believe that Design and Technology should provide children with real-life contexts for learning that are delivered in an inspiring and practical way. A high quality Design and Technology curriculum will allow children to 'enjoy, explore and learn'. We aim for a cross-curricular approach with DT, linking work to other subjects such as Science, Math, Computing, History and Art.

DT at Harnham Infant School encourages children to become innovators and risk-takers. Children are given the opportunities to think creatively and solve problems both individually and as part of a team with a variety of contexts attached. They are also given many opportunities to reflect upon and evaluate their own designs as well as designs from past and present, considering uses and effectiveness. We encourage children to explore a range of structures, including mechanisms, textiles and food products with a real life purpose.

Implementation:

At Harnham Infant School DT is taught through a variety of creative and practical activities. Key skills and knowledge have been mapped out across the year groups to ensure a progressive curriculum. Teachers follow the progression document when planning to ensure all skills are covered at an appropriate level. DT is often taught discretely in class, but are planned to ensure a close link with the year group topic to ensure purpose and a meaningful context. Children are also given regular opportunities to be follow their own DT interests when in the classroom using the classes' construction area or resources.

When designing and making, the children are taught to:

Design:

- use research to develop designs that are innovative and functional, that are fit for purpose, aimed at particular individuals or groups.
- generate, develop, model and communicate their ideas through discussion, annotated sketches, prototypes and computer-aided design

Make:

- select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing, as well as chopping and slicing) accurately.
- select from and use a wider range of materials, ingredients and components, including construction materials, textiles and ingredients, according to their functional properties, aesthetic qualities and, where appropriate, taste.

Evaluate:

- investigate and analyse a range of existing products.
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- understand how key events and individuals in design and technology have helped shape the world.

Impact:

Our Design and Technology curriculum is of a high standard, with well thought out planning in order to demonstrate clear progression. We measure the progress of our children through observations and termly assessment against skills taught.

Our curriculum means that all children will:

- Learn how to take risks, become resourceful and innovative.
- Be able to evaluate past and present designs, understanding its purpose and effectiveness.
- Be able to apply a range of skills in order to design, build and evaluate.
- Have exciting and engaging experiences that leads to a thirst of learning more.