



Statement of Intent for Design and Technology at Hogarth Primary School

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Intent

Design and Technology is a foundation curriculum subject and the reasons for teaching it and embedding it within our school can best be summed up by 'The Purpose of Study' section of the National Curriculum document 2014.

Design and technology is an inspiring, rigorous and practical subject. 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. They 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. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

At Hogarth Primary School, we hope to create a love for Design and Technology, by making learning fun and engaging. We want our children to be confident, imaginative designers. We want our children to take risks, draft design concepts, build models and test them. We provide the opportunities that assist and nurture the talents and interests of our pupils. Our children are respectful of each other and are taught to be reflective when looking at designs by others around them.

Implementation

We teach the learning objectives set out within the National Curriculum for EYFS, Key Stage 1 and Key Stage 2 and our pupils will meet the end of key stage attainment targets also outlined in the National Curriculum. However, our intent is always to transform this extensive list of knowledge into exciting and engaging Design Technology lessons.

As part of the Kapow Primary Design Technology scheme, each unit covers five/ six lessons. We split the teaching of Design Technology with Art over the three terms. Within each unit, children are taught the three main stages of the design process: design, make and evaluate while each stage is underpinned by technical knowledge, encompassing, contextual, historical and technical understanding. Lessons will also incorporate computer based and inventive tasks.

The six key areas in which the children revisit thought-out Primary school are: Cooking and Nutrition which has its own areas of specific learning: skills and techniques with food, diet and seasonality and where food comes from. Textiles, Mechanisms, Structures and Electrical Systems (KS2 only) and Digital world (KS2 only)

Teachers have access to the art supply cupboard where the Design Technology resources are also stored. A small range of resources may also be kept within each classroom. Lessons are conducted in the classrooms and the children's work, sketches, documented ideas, and finished designs will be stored in a folder.

Kapow Primary provides CPD training videos and links to subject specialist webinars, to aid and support the staff with their own subject knowledge. This enables us to teach an effective Design Technology curriculum. Units include both summative and formative assessments against the learning objectives and an easy tracking grid allows staff to monitor progress.

We also aim for:

- Teachers and parents to reinforce a positive mindset towards Design Technology.
- Design Technology vocabulary to be revisited throughout all key stages.
- The children to feel confident to test and remodel using a range of design concepts and construction kits.
- All lessons to have a practical element.
- Inclusivity. We differentiate according to the needs of the children.
- Children to have the opportunity to work independently, with a partner a small group or along with the whole class.
- All children to be open-minded and respectful regardless of the style and genre of design when sharing their opinions.
- The vast majority of pupils to progress through the curriculum content at the same pace.
- All children to produce design work they are proud of while exploring and recording their ideas and experiences.
- The children's work to be displayed around the school.
- All children to feel proficient in applying design concepts, testing, building/ model making, cooking, problem solving and
- All staff and children to feel confident using subject- specific language to analyse and evaluate pieces of design work.
- The children to know about great designers and the historical development of different design styles.

Impact

The impact of our curriculum will be apparent in the children's engagement and enjoyment of the subject, which will be monitored regularly by pupil/voice and feedback forms. All staff will also be encouraged to provide feedback about the curriculum content and to share what works and what areas still need to be developed or improved upon.

When children leave Hogarth Primary School, they will take with them a love of Design and Technology, and the ability to enjoy and appreciate the creative world around them. They will also be equipped with a range of skills to enable them to succeed in the next stage of education and beyond.