



Mousehole Schools Design and Technology Curriculum



Intent

Design and Technology is an inspiring and creative subject that aims to encourage planning, creation, and evaluation. At Mousehole School, we encourage children to take risks in their learning by coming up with an idea, creating that idea and then discussing the designs strengths and weaknesses. We encourage them to be reflective and resilient learners that are willing to try something again. These are skills that, wherever possible, we link to work across other subjects such as mathematics and English.

Through giving the children these learning opportunities, we believe that we are providing our children with essential life skills surrounding cooking, building, and making, which encourage them to become resourceful citizens that can contribute to future design advancements.

Implementation

Across our school, we use the Kapow Scheme of Work as a baseline for our DT lessons. This is done through a range of practical activities that are taught in a progressive, age-appropriate way, which all aim to cover the following strands:

Design

- Where children are encouraged to develop a design for a product that is aimed at a specific audience and to be used for a specific purpose
- Share these ideas and use research to develop their designs further

Make

- Select the appropriate materials and tools to bring their designs to life
- Base their selections on whether it will allow their creation to perform its intended purpose accurately

Evaluate

- Observe their product and compare it to the design, recognising its strengths and weaknesses
- Accept views of others to improve their work

Technical Knowledge

- Understand and apply their knowledge of building and strengthening structures
- Understand and apply their knowledge of mechanisms such as levers, sliders, wheels and axels

Cooking and nutrition

- Prepare and cook a variety of mainly savoury dishes, with consideration of nutrition and healthy eating
- See and understand where a range of food comes from and how it is grown and produced

The curriculum for Design and technology is set out in a way whereby aspects are revisited and built on each year, starting in EYFS where they are provided with a wide range of resources to explore within Continuous Provision.

Pupils with special educational needs or disabilities (SEND) are fully included within all Design and Technology teaching, ensuring that their particular needs are supported to allow them to achieve.

Impact

We ensure that all pupils leave Mousehole School equipped with a range of skills to enable them to succeed and be innovative and resourceful citizens.

Children will be able to:

- Utilise their creative, technical, and practical expertise needed to perform everyday tasks confidently
- Participate within an increasingly technological world
- Apply their repertoire of knowledge, understanding and skills to make high-quality products for a wide range of users
- Critique and evaluate their products, as well as the work of others
- Apply the principles of nutrition within their cooking