



Intent, Implementation and Impact of Design and Technology.

Four Swannes Primary School

Intent

At Four Swannes Primary School, we have built a design and technology curriculum which allows children to develop their learning and gain the required skills and knowledge. Within design and technology, children will learn and build on a range of practical skills, they are taught to test, critique, and evaluate products.

Projects are matched to make cross-curricular links with other subjects – this supports a broad range of subject knowledge drawing on maths, science, computing, art, geography, and history. We also promote healthy eating in design and technology lessons allowing pupils to design healthy food options and practise cookery skills.

Implementation

At Four Swannes, we learn and apply a set of technical skills including electrical control, mechanisms, structures, and work with a range of materials, including food. The units of work delivered in design and technology are planned with clear structure. Each year group will undertake a construction topic, a textile topic, and a food/drink topic. The delivery of the unit clearly shows the following of the design process – research, design, make and evaluate. This is carried out independently or collaboratively.

Impact

The children at Four Swannes will have a set of design and technology skills embedded. The majority of children will achieve age related expectations in design and technology. Ultimately children will know more, remember more, and understand more about design and technology. They will be able to demonstrate this knowledge and the skills through opportunities both inside and outside of school.