



## Design & Technology at Heathfield

### Intent

The Design & Technology (DT) subject pathway is designed to meet the requirements of the National Curriculum. The curriculum is planned to sequence the knowledge and skills the children require from EYFS to Year 6, building on prior learning and developing their skills in research, observation and evaluation.

Children at Heathfield are encouraged to form cross curricular links with other subjects such as the arts, science and maths and by recognising that Design Technology is the bridge to many other subjects helps to develop a more creative and innovative approach to designing.

The principle aim of teaching D&T at Heathfield is

- To inspire
- To spark the imagination of pupils
- To design and make products suited for a purpose or need
- To take risks
- To become resourceful, innovative and creative citizens.
- To recognise influential people within the D&T industry.

The key skills that the children will learn are:

- Planning
- Designing
- Evaluating
- Understanding a healthy balanced diet.
- Using tools safely.

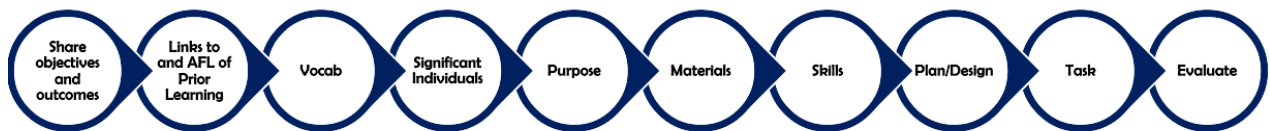
### Implementation

- Ensure skills are built upon as they progress through school.
- Ensure teaching staff have access to CPD and resources they need to teach effectively.
- Delivery of design and technology projects with a clear structure. Each year group will undertake a construction topic, a textile topic and a food/drink topic.
- Delivery showing clear following of the design process where each project will follow: research, design, make and evaluate.
- A range of skills will be taught ensuring that children are aware of health and safety issues related to the tasks undertaken.
- Clear and appropriate cross curricular links to underpin learning in multi areas across the curriculum giving the children opportunities to learn life skills and apply skills to 'hands on' situations in a purposeful context.
- Collaborative learning: In design and technology children may well be asked to work as part of a team learning to support and help one another towards a challenging, yet rewarding goal.

### SEND Provision and differentiation

To ensure all children can access the Design and Technology curriculum, teachers use a range of strategies to support the inclusion of children with SEND. This includes the differentiation of objectives and activities, the use of smaller steps to support progress and the use of tailored resources.

Each unit follows the same sequence of learning to ensure the coverage of the key elements that form the backbone of the Design and Technology curriculum:



### Assessment

Assessment for learning forms an integral part of the teaching of Design and Technology, to gauge understanding, address misconceptions, stretch the learning of higher ability pupils and inform next steps. In addition, foundation subjects are formally assessed twice a year to track attainment and evaluate coverage and understanding of objectives.

### Impact

All children will have clear enjoyment and confidence in Design and Technology. Children will understand and demonstrate their knowledge when using tools or applying their skills in other areas of the curriculum as well as applying their skills with opportunities out of school.

### How the Heathfield Pledge is delivered through DT:

#### **Happy, safe and confident**

Using tools safely  
Builds self-confidence

#### **Eager to learn**

Inspired to create something purposeful.

#### **Aiming high**

Evaluating and improving their work

#### **Taking care**

Using tools safely  
Health and Safety  
Attention to detail

#### **Healthy attitudes**

Healthy balanced diet  
Understanding nutrition  
Knowing that exercise is also important for wellbeing and fitness

#### **Focused on enrichment**

Nutrition Workshops  
D&T after school clubs  
Toy Workshops

### **Including everyone**

Each child is given the opportunity to 'have a go' at designing and creating their own product

### **Environmentally aware**

Thinking about materials that are suitable for the product but also the environment.  
Understanding the availability of materials

### **Living in harmony**

Inviting the community and parents into school to support us with developing our D&T curriculum

### **Developing global citizens**

Inspire the children to use their D&T skills in their future careers

## **How does DT link to other subjects?**

- EYFS: It creates opportunities for children to develop their fine and gross motor skills, using equipment safely and using their imagination.
- Art: Children learn to draw and annotate sketches to explain their ideas.
- Computing: Using laptops to research and generate ideas and iPads for design apps
- Science: Understanding where their food comes from, both animal and plant based.
- English: The ability to plan, evaluate and improve their work
- Maths: Using problem solving strategies, measuring, data collection
- Wellbeing: D&T is an opportunity for children to build on their self-confidence and become resilient individuals.

## **What can DT inspire children to be in the future?**

DT is more than a career. The skills that the children gain through this subject are invaluable to their future lives. It will help them with any career they choose to pursue in their day to day lives, both at home and within the community. This country requires engineers, inventors and mechanics in the future and the skills developed in this subject could be the first step towards these careers.