



Manor Farm Infant School - Curriculum Design and Technology

Design and Technology INTENT

At Manor Farm Infant School, it is our intent for Design and Technology curriculum to offer all children the chance to use both creative and critical thinking to design with a purpose.

Our aim is for pupils to be inquisitive problem solvers who can adapt and apply their prior knowledge in an ever-changing world.

During Design and Technology units' children will follow a process of design, make and evaluate to help them produce products and solve practical problems, use critical thinking and be able to take risks when tackling new challenges both as an individual and through teamwork.

We encourage children to use their creativity and imagination to design and make products that solve real life problems within a variety of contexts, considering their own and others' needs and wants.

Design and Technology IMPLEMENTATION

EYFS

Design and technology is encompassed and taught under the banner of 'Expressive Art and Design' within the new EYFS Statutory Framework. We provide a rich environment in which we encourage and value creativity. Children are taught Design and Technology appreciation through a topic-based curriculum and have the opportunity to experience a wide range of materials, tools and techniques to begin to develop their skills in this area. The pupils are given opportunities to work independently and collaboratively as part of child initiated and adult focused learning.

KS1

KS1 is taught using the PlanBee scheme of work. Children are encouraged to design, make and evaluate to create a final product based on a design criteria. During KS1, children will complete units that work on skills involving construction materials, textiles, and ingredients. Skills are learnt through the unit and assessed with a final piece to show what the children have learnt. Final products will be evaluated against the design criteria.

A lot of the design curriculum is also seen in other areas such as Science, Maths and Art.

Design and Technology IMPACT

Children will develop responsibility and learn to follow important safety procedures when making new products.

Through discussion and feedback, children talk enthusiastically about their design intentions, the successes that they went through including any problems that they encountered along the way and how they overcome them.

Knowledge- Pupils will be able to choose suitable techniques and explain the advantages and disadvantages of each design technique.

Skills- Children learn new skills, and have opportunities to practise these skills when making different products.

Children will have met their age- specific national expectations for pupils at the end of EYFS and KS1

Meeting the needs of our disadvantaged children, including Children Looked After, those eligible for Pupil Premium funding and those with SEND.

Any barriers that may arise need to be addressed in order for the child to achieve their full potential in Design and Technology. Due to the progressive nature of the knowledge, skills and understanding from EYFS to Year 2 there is a clear framework in which to support the child by developing their learning to an appropriate level for specific and individual needs. Design and Technology can provide a practical method of communication which also supports children in this field. While teaching Design and Technology, teachers will prioritise familiar strategies, like scaffolding and explicit instructions, to support pupils with SEND. This means understanding the needs of specific pupils and weaving specific approaches into every day, high quality classroom teaching.