



What Design and Technology looks like at Roxton CE Academy

Intent	What we are aiming for in DT: At Roxton CE Academy, we value Design and Technology as an important part of the children's entitlement to a rich, broad and balanced curriculum. Design and Technology provides children with the opportunities to develop and extend skills and an opportunity to express their creativity, critical thinking and ideas. Alongside our school values, it adds to our overall vision of building on 'Firm Foundations' by giving many opportunities for children to aspire, persevere and learn resilience as they try out new ideas and try to solve problems. Design and Technology education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own designs. It should teach children how Design and Technology has both reflected and shaped our history, and how it contributes to the culture, creativity and wealth of our nation. At Roxton we hope that Design Technology will inspire our children to be creators, designers and innovators of the future.
Implementation	What DT looks like in our school: At Roxton, the teaching and implementation of the Curriculum is based on the National Curriculum and is planned using Curriculum Maestro Cornerstones Curriculum 22 model. Early Years In the Foundation Stage, Design and Technology is taught as an integral part of topic work and is embedded throughout the Cornerstones Curriculum. The objectives taught are mostly taken from the Physical Development and Expressive Arts and Design statements from 'Development Matters in the EYFS' and the PSED Early Learning Goals. DT opportunities are provided which: encourage the children to achieve a goal; learn key physical skills; explore a variety of materials and to explore how things work. Key Stages 1 & 2 Across Key Stages 1 and 2 DT projects are based around a design and technology subject focus of structures, mechanisms, cooking and nutrition or textiles. Where meaningful links are possible, projects are linked to the main topic of the term. The design and technology curriculum's electronic systems and IT monitoring and control elements are explicitly taught in our science projects to ensure the links between the subjects are highlighted. All the projects follow a structure where children are introduced to key concepts and build up knowledge and skills over time, using a more comprehensive range of equipment and building, cutting, joining, finishing and cooking techniques as they progress through school. All projects contain focused, practical tasks in the Develop stage to help children gain the knowledge and skills needed to complete their Design brief independently. Throughout Key Stages 1 and 2, children build up their knowledge and understanding of the iterative design process. They design, make, test and evaluate their products to match specific design criteria and ensure they fit their purpose. Throughout the projects, children are taught to work hygienically and safely.



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Impact

What the results will be:

By the time children leave Roxton CE Academy, as well as meeting the National Curriculum requirements, we want them to have developed the skills to become critical thinkers. They will be able to analyse and assess existing designs for their effectiveness and then consider ways of redesigning to improve its overall success. Through DT, our children will learn to take risks, become resourceful, innovative and enterprising individuals. We want children to be passionate and excited by the designing and making of products including working with, preparing and tasting food.