

# Design & Technology at King Charles

## INTENT

### *What are the aims?*

Design and Technology is an **inspiring** and **practical** subject that encourages children to **learn to think** creatively to solve problems, both as individuals and as members of a team.

At King Charles, our provision ensures every child has the opportunity to **reach their full potential to 'Shine'**. We encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts.

We are committed to providing all children with learning opportunities to shine regardless of age, gender or ability. We aim to, wherever possible, create **cross-curricular links** to other subjects as this gives the learning purpose and relevance to the children.

## IMPLEMENTATION

### *What does it look like?*

Through a variety of **creative and practical activities**, we teach the knowledge, understanding and skills needed to engage in an interactive process of designing, creating and evaluating. Each unit includes opportunities to:

**Design** – use research and develop design criteria to design for a purpose and communicate their ideas through a range of mediums.

**Make** – use a wider range of tools and equipment with accuracy and use a wider range of materials and components according to their qualities

**Evaluate** – evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Lessons use the Chris Quigley milestones, which plans for progression across the school.

**Ex-day teachers** also use Design and Technology to **enrich the curriculum**. This approach also seeks to provide further cross-curricular links and consistency of approach across the school.

Assessment of children's learning in Design Technology is an ongoing monitoring of children's understanding, knowledge and skills by the class teacher, throughout lessons. This assessment is then used to inform **differentiation, support and** challenge required by the children.

Children are encouraged to:

- demonstrate **significant levels of originality** and the willingness to take creative risks to produce innovative ideas and prototypes.
- have an excellent attitude to learning and independent working
- show the ability to use time efficiently and **work constructively and productively with others**.
- demonstrate the ability to carry out **thorough research, show initiative** and **ask questions** to develop an exceptionally detailed knowledge of users' needs
- act as responsible designers and makers, **working ethically**, using finite materials carefully and working safely
- show a thorough knowledge of which **tools, equipment and materials** to use to make their products.
- have the ability to manage risks exceptionally well to **manufacture products safely** and **hygienically**.

### ***What are the outcomes?***

#### IMPACT

Children will know more, remember more and understand more about DT. Children are able to retain prior-learning and explicitly make connections between what they have previously learned and what they are currently learning. The impact and measure of this is to ensure that children at King Charles are equipped with skills and knowledge that will enable them to be ready to 'Shine' on their journey throughout King Charles, as-well as the next stage of their education and beyond into life as an adult in the wider world.