

How we teach DT at High Littleton Primary School

How we organise and sequence our Design Technology learning

We teach activities that match the objectives listed in the National Curriculum's Statutory Requirements for Design Technology. As a school we use the Kapow scheme which covers a range of skills and objectives across each year group.

We want the children to become life-long problem-solvers and to become curious about how things work in the world around them. We want the children to use these skills to adapt and improve products as they grow.

At High Littleton, we want our pupils to develop designing, making and evaluating skills, both now and in the future.

Each lesson is based on a **threshold concept** ie.

- **Cooking and nutrition**
- **Mechanisms and mechanical systems**
- **Electrical systems**
- **Digital world**
- **Structures**
- **Textiles**



Our Design Technology curriculum is planned and sequenced so that new knowledge and skills build on what has been taught before.

EYFS

In Expressing Arts and Design, children learn to be imaginative and expressive and to create with different materials by following a range of topic related/teacher planned activities alongside continuous provision which build upon observations of children's interests. They enjoy making natural sculptures in the outdoor environment as well as independent model making using junk materials to develop cutting and joining skills. They begin to plan, evaluate their models and refine their thinking. Children enjoy cooking at least once a term. Children follow some Kapow learning units to ensure complete coverage of all areas of learning.

Structure of a Lesson

Design technology is taught weekly as a discrete lesson, every other term, with three units of learning being completed each academic year. Links are made to other subjects where appropriate.

Each unit of learning starts with an introduction using a knowledge organiser which describes the skills as well as key vocabulary needed to complete the unit. This is added to the children's Design Technology books along with photographic evidence of their work.



Lessons start with a recap of previous learning and a reminder of how this links to our final outcome.

The main body of the lesson follows the suggested content as set out in the planning within the Kapow scheme of learning. Lessons are adapted based on the individual needs of the children in the class.

Lessons finish with a recap to check understanding of the day's learning.

Assessment

Topics end with an evaluation of their learning and skills.

This is an opportunity for pupils to reflect on their skills and learning within a topic.

Teachers record individual children's learning on the DT Foundation Subjects DT Tracker at the end of each unit of learning.