

Design and Technology Report for Governors

2021

Curriculum Coverage

This year, the Design and Technology scheme of work for the school has been reorganised and reformatted, in line with guidance from the DT group in our local authority. This document outlines the purpose and aims of Design and Technology, the content, objectives and activities for each year group. It outlines prior learning, shared reading opportunities and technical vocabulary to be included, as well as a week by week outline of the lessons. In all cases the activities have a cross-curricular theme. Pupils are taught how to research, design, make and evaluate throughout a project and develop their construction skills and use of electrical and mechanical systems. A statement of intent in DT can also be found on the school website, along with the DT curriculum maps.

In addition to planning changes, more support materials have been developed for year groups – power point presentations of step-by step instructions, skills videos (demonstrating different sewing stitches, for example) and suggestions of shared reading texts about famous designers, inventors and product history. Pupil recording booklets are also provided, to enable pupils to record their ideas, research, safety instructions and evaluations.

In Foundation Stages, pupils regularly experience many aspects of design and technology, through construction play and exploration, cookery and food tasting and motor skill activities, such as threading beads.

During this year, most Design and Technology projects were completed in school, although some projects took place as home learning, for those who engaged.

The following projects were completed 2020/20 21, either in school or as home learning packs:

Year 1: Fruit Salad Pizza (home pack), Seaside Levers and Sliders.

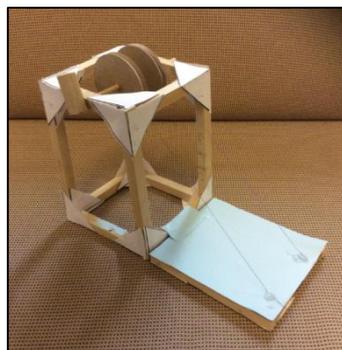
Year 2: Potato/Pasta Salad with home grown cress (home pack), Mini-beast Finger Puppets

Year 3: Pizza (completed Summer Term), Punch and Judy Puppets.

Year 4: Healthy Soup; Light Box with electrical circuit, Rabbit Toy.

Year 5: Scouse Stew, Water-bottle Carrier (home pack), Mayan Moving Cam Toy.

Year 6: Fajitas, Felt Pencil Cases (home pack), Bridges with gear/pulley system.





Events

At the beginning of October, during Healthy Eating Week, all pupils participate in the cooking and nutrition strand of Design and Technology.

As part of their work with food, pupils are taught how to research their preferences, design, make and evaluate either food or drink and apply the principles of nutrition and healthy eating. They are taught good food hygiene and develop their skills of ingredient preparation.

This term has also seen the start of our Healthy Eating Club, in KS1!



PIC-COLLAGE



Monitoring & Evaluation

The Design and Technology monitoring took place in Autumn Term 2020 and training on new foundation subject expectations also took place. As a result of this, the curriculum was reviewed and updated to meet these expectations. Due to events in Spring Term, not all DT projects were completed in their entirety. However, where possible, we provided projects packs for home learning.

Display

Design and Technology displays around the school show the whole process from research to evaluation.



CPD

Training attended by co-ordinator regarding expectations for Design and Technology, under the new framework from Ofsted, including 'Deep Dive' guidance (Autumn 2020).

A Porter

June 2021

