

## **Booker Avenue Infant School: Design and Technology Vision**

### **Intent**

At Booker Avenue Infant School, we aim to inspire pupils to become innovative and creative thinkers who have an appreciation for the product design cycle through ideation, creation, and evaluation. We want pupils to develop the confidence to take risks, through drafting design concepts, modelling, and testing and to be reflective learners who evaluate their work and the work of others. We aim to build an awareness of the impact of design and technology on our lives and encourage pupils to become resourceful, enterprising citizens who will have the skills to contribute to future design advancements.

Design and Technology supports the child's journey; inspiring them to become young people who create, experience, and participate in great arts and culture.

### **Implementation**

In EYFS, planning is centred around the Expressive Arts and Design element of the statutory framework. Medium term plans from Kapow follow the small steps in Development Matters, and work towards the children achieving the Early Learning Goals. Themes are carefully thought out and linked to the children's high quality Literacy texts. Planning is closely monitored by the Subject Lead to ensure a smooth progression and transition to Key Stage One.

The Design and Technology National Curriculum outlines the three main stages of the design process: design, make and evaluate. Each stage of the design process is underpinned by technical knowledge which encompasses the contextual, historical, and technical understanding required for each strand. Cooking and Nutrition has a separate section, with a focus on specific principles, skills and techniques in food, including where food comes from, diet and seasonality.

The Kapow Primary scheme is a spiral curriculum, with key areas revisited with increasing complexity, allowing pupils to build on their previous learning. Blocks of learning are linked to the children's Literacy lead curriculum.

Lessons incorporate a range of teaching strategies from independent tasks, paired and group work including practical hands-on, computer-based and inventive tasks. This variety means that lessons are engaging and appeal to those with a variety of learning styles. Differentiated guidance is available for every lesson to ensure that lessons can be accessed by all pupils and opportunities to stretch pupils' learning are available when required. Knowledge organisers for each unit support pupils in building a foundation of factual knowledge by encouraging recall of key facts and vocabulary.

### **Impact**

Impact is constantly monitored through both formative and summative assessment opportunities. This is supported by the use of the Tapestry program. Furthermore, each unit has a unit quiz and knowledge catcher which can be used at the start and/ or end of the unit.

Pupils should leave school equipped with a range of skills to enable them to succeed and be innovative and resourceful members of society. The expected impact of following the Kapow Primary Design and technology scheme of work is that children will:

- Understand the functional and aesthetic properties of a range of materials and resources.
- Understand how to use and combine tools to carry out different processes for shaping, decorating, and manufacturing products.
- Build and apply a repertoire of skills, knowledge and understanding to produce high quality, innovative outcomes, including models and products, to fulfil the needs of different scenarios.
- Understand and apply the principles of healthy eating, diets, and recipes, including key processes, food groups and cooking equipment.
- Have an appreciation for key individuals, inventions, and events in history and of today that impact our world.
- Recognise where our decisions can impact the wider world in terms of community, social and environmental issues.
- Self-evaluate and reflect on learning at different stages and identify areas to improve.
- Meet the end of key stage expectations outlined in the National curriculum for Design and technology.