

A guide to how we teach Design Technology at St Mary's

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.

At St Mary's we want our pupils to develop designing, making and evaluating skills, both now and in the future. Our Design Technology curriculum comprises of 5 key areas:

- Cooking and nutrition
- Mechanisms
- Electrical systems
- Structures
- Textiles

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

Our detailed long-term overview includes prior knowledge children should know, key

Design Technology lessons:

Design technology is taught weekly as a discrete lesson, every other term, with three units of learning being completed each academic year. Sometimes, we block several lessons together in one day to allow a product to be made efficiently. 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. The knowledge organiser is stuck into the floorbook or children's DT book.

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.

In Reception, Y1 and Y2 work from lessons is recorded in a floorbook. In Y3-Y6 work is recorded in individual DT books or photographs taken and shared on Seesaw.

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.

vocabulary and key milestones.

Overview

	Cooking and nutrition	Mechanisms	Structures	Textiles	Electrical systems	Digital world
Aside from Electrical systems and Digital world, which are taught in KS2 only, each of these acts as the focus for a unit within each year group						
EVFS (Reception)	Soup		Boats Junk modelling	Bookmarks		
Year 1	Fruit and vegetables Smoothie	Moving storybook Wheels and axles	Windmills	Puppets		
Year 2	A balanced diet	Moving monsters Ferris wheels	Baby bear's chair	Pouches		
Year 3	Eating seasonally	Pneumatic toys	Castles	Cross stitch and applique	Electric poster	Electronic charm
Year 4	Adapting a recipe	Slingshot cars	Pavilions	Fastenings	Torches	Mindful moments timer
Year 5	What could be healthier?	Pop-up books	Bridges	Stuffed toys	Doodlers	Monitoring devices
Year 6	Come dine with me	Automata toys	Playgrounds	Waistcoats	Steady hand games	Navigating the world

The four strands (below) of the Design and technology curriculum run through each unit, with Cooking and nutrition as the focus of one Food unit per year

- D Design
- M Make
- E Evaluate
- TK Technical knowledge