



Our curriculum is focused on the development of every child's knowledge and skills, across all primary subjects, with the aim of ensuring pupils are ready for the next stage of their learning. We encourage our children to: Be Curious, Be Knowledgeable, Be Adventurous, Be Creative, Be Collaborative, Be Reflective, Be Positive.

Curriculum statement for the teaching and learning of Design Technology 2021/22

INTENT	Design and Technology provides our children with an opportunity to tackle problems of a practical nature. The cross curricular nature of Design and Technology offers a setting for the children to apply knowledge and skills from a number of other subjects including art, language, maths and science. Skills are developed using tools and machines in designing and making artefacts and food products with an emphasis on healthy living. Working with a variety of materials and tools aims to help children learn important life skills. Children learn independently and in groups, learning to co-operate, plan, design and make and evaluate their work. They learn to make their own decisions with help and encouragement.				
Underpinned By	The teaching of skills		The application of skills		Vocabulary
	Mullion Primary pupils will: <ul style="list-style-type: none">develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users.critique, evaluate and test their ideas and products and the work of others.understand and apply the principles of nutrition and learn how to cook.		Pupils are given regular opportunities to develop and apply the skills that they have been taught in Design Technology to support their learning in other curriculum subjects. They have opportunities to design, make and evaluate work using language of Design Technology. Children are also taught about how Design has contributed to the history, culture and creativity of their local, Cornish environment, the British Nation and the wider World.		Pupils will understand and use appropriate subject specific vocabulary.
Implementation	Curriculum Approach Children develop design skills each year building on their prior knowledge of the three threshold concepts, ", 'Master practical techniques', 'Take inspiration from Design' and 'Design, make, evaluate and improve'. They explore these Threshold Concepts through the Knowledge Categories – Technical knowledge Practical knowledge Design inspiration Design process By exploring these knowledge categories in a number of design units, the children return to the same concepts over a period of time to build a strong understanding of them. Through their learning, the children have opportunities to research, design, create and evaluate design works using language of Design Technology.		Design Development Children are encouraged to regularly evaluate their designs and products against the original design focus, asking whether their product will meet the purpose and needs outlined at the start of the process. Children are encouraged to develop and refine their ideas and designs through discussion and the use of design books.		Health and Safety Children will develop responsibility and autonomy, following important safety procedures when making new products. They will learn about healthy eating and the important life skills of cooking. Through this, children will learn about personal hygiene and how to work safely with food. It is important to take into account children's safety during DT lessons as we aim to provide the children with opportunities to use different tools safely. Children are made aware of correct procedures before the practical session begins.
	Design books The children all have a sketchbook where they record their explorations of the threshold concepts. The books are very much working documents full of investigative work, designing, making and analysing.	Knowledge Organisers Help our pupils to relate each topic to previously studied topics and to form strong, meaningful schema. The knowledge organisers include subject related vocabulary that the children will understand and apply during their Design units.	Showcasing our Achievements and Cross curricular links We celebrate designs children have created through photographs or videos of the children's work on Google Classroom and celebrations on newsletters. We provide the children with a range of opportunities to apply their design skills and showcase them. Examples include: designing pneumatic mechanisms to make Grendel inspired monsters to be used when performing their writing based on Beowulf.		
	Resources Children have access to a variety of Design Technology resources and are encouraged to use a range of media when working in their design books and on finished pieces.				
	SEND The curriculum is adjusted with additional and different provision for all children who have identified SEND and have an Individual Provision Map (IPM)				
Impact	By the end of each milestone (KSI, LKS2 and UKS2), pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.				
	PUPIL VOICE Through discussion and feedback, children talk enthusiastically and knowledgeably about Design Technology lessons using the knowledge categories as a structure. Children across the school articulate confidently about the benefits of learning about inspirational designers. They have a strong understanding of the design process and understand how knowledge of existing products can provide inspiration for their own pieces.	EVIDENCE IN KNOWLEDGE Pupils can choose suitable techniques and explain the advantages and disadvantages of each design technique.	EVIDENCE IN SKILLS Children are taught how to use and apply skills, and have opportunities to safely practise these skills when making different products.	BREADTH AND DEPTH Teachers plan a range of opportunities to use design skills through creative and inspiring sessions inside and outside school. Pupils have the confidence and are inspired to further their knowledge and skills.	