Moorsway Federation

Design and Technology

Design and Technology is a motivational, robust and practical subject which develops a range of skills, transferable throughout the curriculum. Design and Technology encourages; creative and independent thinking, problem solving, questioning and research, purposeful designing, fine motor skills and the ability to effectively evaluate through reflective thinking and discussions. Design and Technology offers our pupils the opportunity to creatively problem solve both as individuals and as members of a team.

Intent:

At the Moorsway Federation, we encourage pupils to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. Pupils are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators and risk-takers.

In line with the National Curriculum: Design and Technology programmes of study: Key stages 1 and 2, we aim to plan inspiring and enriching learning specifically for a purpose by:

1. Designing purposeful, functional, appealing products for themselves and other users based on design criteria.
2. Select from and use a wide range of materials and components.
3. Explore and evaluate a range of existing products.
4. Build structures, exploring how they can be made stronger, stiffer and more stable.

Implementation:

Design and Technology taught at the Moorsway Federation ensures pupils learn through a variety of creative and practical activities. We believe knowledge, understanding and skills are needed to engage pupils in an iterative process of designing and making. We encourage pupils through setting team and individual design and making tasks at school, in order to learn new skills, apply and build on knowledge. This therefore allows them to think outside the box to use a range of resources. Across EYFS, Key Stage 1 and Key Stage 2, pupils are also encouraged to create digital designs, linking their ICT skills and knowledge, whilst remembering how to use technology safely. Within the Moorsway Federation, we acknowledge pupils use technology widely outside of school and therefore feel it is our responsibility to ensure pupils have the knowledge and understanding to enable them to participate successfully in an increasingly technological world.

Impact:

Though ensuring all pupils in our schools are educated by developing creativeness, technical and practical expertise, it enables them to perform everyday tasks confidently. We embed this through our curriculum maps specifically planning for a purpose within Design and Technology. We achieve this by thriving to give every opportunity to solve real life problems and to consider alternative materials specific to a particular audience. At the end of each unit, we encourage children to be reflective and evaluate their designs. Through the evaluation of past and present design and technology, pupils develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Design & Technology in the Early Years:

Design and Technology plays a crucial role in the EYFS curriculum, most especially within the areas of; understanding of the world and expressive arts and design. From an early age, pupils at Moorsway Federation learn to develop and make sense of their physical world through opportunities to explore, observe and find out about technology. Pupils do this through designing and creating their own polar vehicles using different media, as well as experimenting with different materials such as paper and cardboard in order to test which materials are sensible for a given purpose. All our learning opportunities at the Moorsway Federation embed pupils interests and build upon these with exciting and enjoyable learning experiences.