



## DT SUBJECT OVERVIEW

In Design and technology, we aim to provide inspiring and practical D&T education, equipping children with the skills 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. At NCJPS we want children to be inspired from the world in which they live, creating projects from the knowledge they have and collect during each unit of work. We aim to educate our children to critically evaluate past and present design and technology and understand the essential contribution that high-quality design and technology has on culture, wealth and the well-being of the nation.

*"There are three responses to a piece of design. YES, NO and WOW! Wow is the one to aim for" (Milton Glaser)*

### Core Threads

- Design
- Make
- Evaluate
- Technical knowledge
- Food and nutrition

### Links to Reading

- Instructional texts
- Research articles
- Biographies of inventors and designers
- Fiction books about inventors

### Inclusive Practice

This allows children of all abilities the opportunity to use their imagination and creativity to create something unique.

Children can draw on their strengths from other subjects to solve problems, ask questions and become resourceful citizens of the future.

### Knowing more, remembering more

Quizzes, showcase to parents and rest of the school. Use of cooperative learning strategies to discuss, embed and understand key knowledge and vocabulary.



Our curriculum is underpinned by our RESPECT VALUES, which are covered across all subjects. The following values are exemplified in this subject:

**Resilience:** Opportunities to learn new skills and build on the strengths of the child as an individual

**Empathy:** Think about their own and others work from the design and make process

**Self-awareness:** Opportunities for children to express their ideas and values within their work

**Positivity:** Believe that they can design, make and complete a project, gaining new skills along the way

**Excellence:** The opportunity to appreciate a range of excellent designers, to learn how to assemble and join as well as developing their skills through group and individual lessons.

**Communication:** To gain skills to discuss their work and share ideas with each other

**Teamwork:** Opportunities to work collaboratively with peers when evaluating and making products

### Sequence of Learning

**Early years:** In EYFS, we use various construction materials, where children are encouraged to plan and make their designs within the continuous provision

**KS1 and KS2,** the six key areas are visited each year with electrical and systems and Digital world starting at the beginning of KS2. All strands are covered within both Key Stage areas, developing creative designers linking their knowledge to real life experiences.