Intent, Implementation and Impact in Design Technology

At Dover Park Primary School, design and technology education should be fully inclusive to every child. Our aims are to fulfil the requirements of the National Curriculum for design and technology by, providing a broad and balanced curriculum, ensure the progressive development of knowledge and skills, to learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens through evaluation of past and present design and technology, develop a critical understanding of its impact on daily life and the wider world, to participate successfully in an increasingly technological world using the language of design and technology. A high-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation. (The 2014 Primary National Curriculum in England).

The teaching of Design Technology at Dover Park Primary school encourages all children to learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. (The 2014 Primary National Curriculum in England).

Intent	Implementation	Impact
• To develop creative, technical and imaginative thinking in children and to develop confidence to participate successfully in an increasingly technological world. • To enable children to talk about how things work and to develop their technical knowledge. • To apply a growing body of knowledge, understanding and skills in order to design and make prototypes and products for a wide range of users. • To encourage children to select appropriate tools and techniques when making a product, whilst following safe procedures. • To develop an understanding of technological processes and products, their manufacture and their contribution to our society. • To foster enjoyment, satisfaction and purpose in designing and making things. • To critique, evaluate and test their ideas and products, and the work of others. • To understand and apply the principles of nutrition and to learn how to cook. • To understand how key events and individuals in design and technology have helped shape the world.	Design and technology is taught as part of a termly topic, focusing on knowledge and skills stated in the National Curriculum. When planning the delivery of the design technology curriculum, teachers will: • Provide a curriculum that is being implemented well with coverage and breadth across the curriculum. • To ensure high standards of teaching and learning in design technology, we implement a curriculum that is progressive throughout the whole school. (encouraging the use of technical language) • Enable all children to gain 'real life' experiences. • Provide a broad framework that outlines the knowledge and skills taught in each Key Stage. • Teachers plan lessons for their class using our progression of knowledge and skills document. • Ensure the curriculum is covered and the skills/knowledge taught is progressive from year group to year group.(Through using the progression document) • Ensure that learning is engaging, broad and balanced through following the children's interests. • Teachers will use a variety of teaching	Children will: • Be engaged and motivated to study Design technology at Dover Park. • Become creative problem-solvers, both as individuals and as part of a team. • Reflect on and evaluate present and past design and technology, its uses and its impact. • Use research to design purposeful and appealing products. • Develop their technical knowledge and vocabulary and use this appropriately according to their age. • Develop their ideas through the use of through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. • Be able to select and use a wide variety of tools and equipment to help perform practical tasks. • Investigate and analyse a range of existing products as well as analysing their own work. • Be able to prepare and cook a balanced and nutritional dish. • Evaluate, critique and test their ideas and products and the work of others. • Look into the work of key events individuals in design technology and know how they have helped to shape

	approaches based on their professional judgements. • Make links with high schools for children in upper key stage 2 to gain knowledge and experience of Design technology at a higher level. • Children's work will show a range of topics and evidence of the curriculum coverage for all design technology topics including, photos, models, evaluations and written work. • Teaching will encourage the use of technical vocabulary and knowledge. • Provide opportunities to learn outside of the classroom and participate in educational visits.	the world. • Improve their levels of attainment in the subject. • Become confident designers.

Special Educational Needs Disability (SEND) / Pupil Premium / Higher Attainers

All children will have Quality First Teaching. Any children with identified SEND or in receipt of pupil premium funding may have work different from their peers in order to access the curriculum dependent upon their needs. As well as this, our school offers a varied curriculum, providing children with a range of opportunities in order for them to reach their full potential and consistently achieve highly from their starting points.