



Intent:

At Great Kimble School, our Design and Technology curriculum is designed to nurture **big hearts and bold futures** by inspiring creativity, innovation and practical problem-solving. We empower pupils to explore creative solutions and develop innovative designs through hands-on experiences that encourage curiosity, independence and resilience.

Through our Design and Technology curriculum, pupils learn to take risks with confidence by drafting design ideas, modelling, testing and refining their work. They are supported to become reflective learners who evaluate their own work and the work of others, developing critical thinking and a growth mindset. In doing so, pupils gain an understanding of the impact of design and technology on everyday life and the wider world. Our curriculum encourages pupils to develop **big hearts** by becoming resourceful, responsible and enterprising citizens who consider the needs of others and the sustainability of their designs. Children learn to enjoy the process of transforming creative ideas into practical solutions, experiencing the satisfaction of bringing their ideas to life.

Our Design and Technology scheme of work enables pupils to meet the end of Key Stage attainment targets set out in the National Curriculum, while EYFS units provide opportunities for pupils to work towards the *Development Matters* statements and Early Learning Goals. Through this approach, we prepare pupils for **bold futures**, equipping them with the skills, confidence and creativity needed to contribute to future design and technological advancements.

Implementation:

- Taught every half term (alternates with Art)
- Use of Kapow scheme
- Follows for principles of:
 - Design, Make, Evaluate, and Technical knowledge



Through Kapow Primary's Design and technology scheme, pupils respond to design briefs and scenarios that require consideration of the needs of others, developing their skills in the six key areas. Each of our key areas follows the design process (design, make and evaluate) and has a particular theme and focus from the technical knowledge or cooking and nutrition section of the curriculum. The Kapow Primary scheme is a spiral curriculum, with key areas revisited again and again with increasing complexity, allowing pupils to revisit and build on their previous learning.

Lessons incorporate a range of teaching strategies from independent tasks, paired and group work including practical hands-on, computer-based and inventive tasks. This variety means that lessons are engaging and appeal to those with a variety of learning styles. Differentiated guidance is available for every lesson to ensure that lessons can be accessed by all pupils and opportunities to stretch pupils' learning are available when required. Knowledge organisers for each unit support pupils in building a foundation of factual knowledge by encouraging recall of key facts and vocabulary.

Impact:

The impact our Design Technology be constantly monitored through both formative and summative assessment opportunities. Each lesson includes guidance to support teachers in assessing pupils against the learning objectives.



AMBITION



RESPECT



RESILIENCE



LOVE



COLLABORATION



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C OF E SCHOOL
BIG HEARTS BOLD FUTURES

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Curriculum Statement

After the implementation of our Design and technology units, pupils should progress into the next academic year with a range of skills. The expected impact of following the Kapow Primary Design and technology scheme of work is that children will:

- Understand the functional and aesthetic properties of a range of materials and resources.
- Understand how to use and combine tools to carry out different processes for shaping, decorating, and manufacturing products.
- Build and apply a repertoire of skills, knowledge and understanding to produce high quality, innovative outcomes, including models, prototypes, CAD, and products to fulfil the needs of users, clients, and scenarios.
- Understand and apply the principles of healthy eating, diets, and recipes, including key processes, food groups and cooking equipment.
- Have an appreciation for key individuals, inventions, and events in history and of today that impact our world.
- Recognise where our decisions can impact the wider world in terms of community, social and environmental issues.
- Self-evaluate and reflect on learning at different stages and identify areas to improve.
- Meet the end of key stage expectations outlined in the National curriculum for Design and technology.
- Meet the end of key stage expectations outlined in the National curriculum for Computing.



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