



<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Intent</p>	<p>It is the intent of Gnosall St Lawrence Primary Academy for Design Technology to be taught in all year groups through at least one topic per term, which includes one topic relating to food. Design Technology projects are often made cross curricular - linking to other subjects taught. Opportunities are provided for children to evaluate key events and individuals who have helped shape the world, showing the real impact of design and technology on the wider environment and helping to inspire children to become the next generation of innovators.</p>		
	<p>Key objectives of intent within the Design Technology Curriculum based on the National Curriculum 2014 guidance:</p> <ul style="list-style-type: none"> • Individuality should be ensured in children’s design and construction of products. • Delivery of the two strands: Designing and Making and Cooking and Nutrition. • More emphasis to be given on creating ‘innovative’ products in KS2. • Teaching the importance of making on-going changes and improvements during making stages. • Looking into seasonality of ingredients and how they are grown, caught or reared. • The introduction of computing and coding of products in KS2. • Researching key events and individual designers in the History of Technology in KS2. 		
	<p><u>Opportunity</u> To provide plenty of opportunities for the children to learn, apply and strengthen essential skills required in the designing, making and evaluating of an effective product for a given purpose.</p>	<p><u>Technical knowledge</u> Children are well-equipped with useful technical knowledge to support them in the design and making of their product.</p>	<p><u>Understanding vocabulary</u> Children can articulate the skills that they have applied, the equipment that they have used and describe the material/s and features of the product that they have made.</p>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Implementation</p>	<p>Curriculum Approach Design and Technology is about providing opportunities for children to develop their capability. By combining their design and making skills with knowledge and understanding they learn to create quality product.</p>		<p>Clear progression Teaching and learning shows progression of skills across all key stages.</p>
	<p>Children design products with a purpose in mind and an intended user of the products. Food technology is implemented across the school with children developing an understanding of where food comes from, the importance of a varied and healthy diet and how to prepare this.</p> <p>We are dedicated to the teaching and delivery of a high quality Design and Technology curriculum; through well-planned and resourced projects and experiences.</p> <p>Design and Technology is very cross - curricular and draws upon subject knowledge and skills within Mathematics, Science, History, Computing and Art. Children learn to take risks, be reflective, innovative, enterprising and resilient. Through the evaluation of past and present technology they can reflect upon the impact of Design Technology on everyday life and the wider world.</p>		
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Impact</p>	<p>The intended impact of the DT Curriculum is that the majority of children in each year group are working at or above the expected level for their age. (At the end of each unit, the teacher will carry out assessment linked to both progression in skills documents)</p> <p>In addition, it is the intended impact that the children:</p> <ul style="list-style-type: none"> • are inspired by the DT Curriculum and want to learn more. • show the progression in their skills, knowledge and understanding in the work in their books. • can discuss their learning and remember what they have learnt. • can identify some key designers and talk about the impact that their work has had on the world. 		