

Mayflower Primary School

D&T Curriculum Statement 2024 - 2025

Intent

At Mayflower, it is our intent to deliver a Design and Technology curriculum that follows: Investigative and Evaluative Activities, Focused Tasks, Design, Make and Evaluate in order to create a product, which meets the need of the user and achieves its purpose. Through Design and Technology, we will encourage the children to draw on disciplines such as mathematics, science, computing and art and design. We also strive to develop a culture of inventiveness, creativity and problem solving by developing a culture where we learn from mistakes, ensure appropriate resources are readily available, lessons are coherently planned and through the key stages, children experience a range of structures, mechanisms, textiles, electrical systems and food technology. All of which are taught with a user in mind and with a real-life purpose. In addition to this, the D&T curriculum will introduce children to famous designers/inventors, who have had a lasting impact on the wider world.

Implementation

Design and Technology will be taught as half-termly projects so by the end of each year, three D&T projects will be taught. All year groups will teach food technology where they will learn about healthy eating, where food comes from, sustainability and eating on a budget. Using 'Projects on a Page' from the D&T association and the Mayflower's long term plan, teachers plan by creating a medium term plan which is designed to build on prior skills and knowledge.

Impact

The impact of D&T is monitored in various ways to ensure that the intended skills are taught and the final product made. The subject leader will look at planning and progression of skills throughout the key stages. Pupil voice will also be used to assess what they have learnt and provide feedback for any changes needed.