

Curriculum statement for the teaching and learning of Design and Technology

At Inspire Academy, our curriculum is carefully planned, tailored, progressive and aspirational. It ensures learning that contextualises, addresses cultural deficit and gaps in knowledge and experience, and that ultimately equips our children for the next stage of education and for life beyond.

Intent	<p>At Inspire Academy, we strive to provide our pupils with opportunities to apply creative thinking and design within a defined purpose and tangible outcome. Through a variety of creative and practical activities, pupils are taught the knowledge, understanding and skills they need to engage in a process of designing and making. They work in a range of contexts through our topic-based approach which allows for cross curricular links to be made.</p> <p>Children should all be able to explain what DT is 'Something for Someone with Some purpose' and, as they progress into KS2, they should be able to say what the vision of DT at Inspire Academy is 'DT provides children with the knowledge, creativity and curiosity needed to be successful in an ever-evolving world'</p> <p>Through the study of DT, pupils acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks whilst becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.</p>		
Underpinned By	The teaching of skills	The application of skills	Celebration of DT
	<p>Design and technology is integrated alongside other subjects to ensure full submersion of the curriculum.</p> <p>We aim to develop creative, technical and imaginative thinking in Inspire Academy pupils and develop the confidence in our pupils to participate successfully in an increasingly technological world.</p> <p>We encourage the children to select appropriate tools and techniques when making a product, whilst following safe procedures. Children develop an understanding of technological processes and products, their manufacture and their contribution to our society. We foster enjoyment,</p>	<p>Inspire Academy pupils are given regular opportunities to develop and apply the skills they have been taught in Design and Technology to support their learning in other curriculum subjects. They have opportunities to design, make and evaluate finished products using technical language. Children are also taught about how Design and Technology has contributed to the history, culture and creativity of the nation.</p>	<p>At Inspire, we regularly encourage children to celebrate and critically reflect on their own and others' design through pupil voice, presentations and verbal feedback.</p>

<p>satisfaction and purpose in designing and making things</p> <p>The children are taught to critique, evaluate and test their ideas and products as well as the work of others</p> <p>Children understand and apply the principles of nutrition and to learn how to cook.</p>		
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<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Implementation</p>	<p>Curriculum Progression</p> <p>Teachers use the D&T progression of skills documents as well as the progression framework to plan effective D&T lessons that ensure progression across the school. The progression framework ensures the curriculum is covered and the skills/knowledge taught is progressive across the Key Stages. Progress against key skills is assessed by both pupils and adults to ensure coverage and support where needed.</p>	<p>Cross Curricular Links</p> <p>Staff will have the opportunity to develop links between other subjects to ensure other areas of the curriculum are integrated within DT. This will ensure pupils have the opportunity to develop and embed important skills.</p>	<p>Whole School DT</p> <p>Every year, pupils will partake in a cooking and nutrition, DT project linked to a theme and showcase their work to the rest of the school in assemblies, events or through the teacher's twitter page.</p>
	<p>Resources</p> <p>Children have access to a wide variety of Design and Technology resources and are taught to use them skilfully and safely.</p>		

Impact	By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.			
	<p>PUPIL VOICE</p> <p>Through discussion and feedback, children talk enthusiastically about their D&T lessons and other cross curricular lessons (e.g. themed days). Children across the school articulate well about the benefits of learning about Designers, Chefs, Architects, Engineers.</p>	<p>EVIDENCE IN KNOWLEDGE</p> <p>Pupils know how and why it is important to learn and develop creative skills.</p> <p>Pupils know how Design and Technology has shaped and contributed to history.</p> <p>KS2 children demonstrate their knowledge and understanding through the use of booklets.</p>	<p>EVIDENCE IN SKILLS</p> <p>Pupils use acquired vocabulary in lessons. Pupils understand and demonstrate creative skills through work produced.</p> <p>Pupils evidence their skills through the use of the SeeSaw App.</p>	<p>BREDTH AND DEPTH</p> <p>Teachers plan a range of opportunities to use Design and Technology skills and knowledge through creative and inspiring sessions inside and outside school.</p>