



Design and Technology Intent

At Burlington Infant School we aim to foster a love of design and technology from a young age. This begins from the start of their journey in their Reception year. We strive to prepare our children to take part in the development of tomorrow's rapidly changing world. We encourage children to be creative thinkers and prepare them to be able to make positive changes to their own quality of life and that of others. The subject encourages children to become creative problem-solvers. We encourage this both as individuals and as part of a team. It enables them to identify needs and opportunities and to respond by developing ideas and making products of their own. Design and Technology helps children to become well informed future consumers and innovators. Our children will be able to explore, investigate and research a range of existing products, begin to talk about individuals in Design and Technology and how they have helped shape the world. They will select from and use a wider range of materials and techniques. Pupils will be taught to make links between areas of learning, with the aim of developing engaged, motivated and curious learners that can evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Our Design and Technology curriculum has been designed to cover all skills, knowledge and understanding as set out in the Early Years Foundation stage and the National Curriculum for Key Stage One. The National Curriculum states 'Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an interactive process of designing and making. They should work in a range of relevant contexts [for example, the home, school, leisure, culture, enterprise, industry and the wider environment]'.

To ensure pupils develop a secure knowledge that they can build on, our Design and Technology curriculum is organised progressively throughout the children's journey through the Early Years Foundation Stage, Year 1 and Year 2. This outlines the skills, knowledge and vocabulary to be taught. Design, make, evaluate, technical knowledge, cooking and nutrition are all mapped out to ensure that pupils build on secure prior knowledge.

When covering each of these strands, the content will be carefully organised through a long term plan. Content knowledge, vocabulary and skills will then be planned for at a greater level of detail in the medium term plans and then further by each year group team. Design and Technology is delivered through subject specific teaching organised under our whole school theme. Meaningful cross-curricular links with other subjects are made to strengthen connections and understanding for pupils.

How is our intent implemented in the classroom?

All learning will start with revisiting prior knowledge and making meaningful connections. Throughout, staff will model explicitly the subject-specific vocabulary, knowledge and skills relevant to the learning to allow them to integrate new knowledge into larger concepts. Teachers will use images, models and books to enhance learning.



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Children's work is displayed in classrooms and other areas of school. Subject specific vocabulary will be on the display and key facts and questions will be displayed alongside.

Design and Technology assessment is ongoing throughout the relevant cross-curricular themes to inform teachers with their planning for lesson activities and differentiation. Summative assessment is completed at the end of each topic where design and technology objectives have been covered.

Our designers will be given a variety of experiences, both in and out of the classroom, where they are able to create memorable learning opportunities to further support and develop their understanding.

What is the impact?

Pupils' work demonstrates that Design and Technology is taught at an age appropriate standard across each year group, with sufficient challenge and opportunities to work at greater depth. Pupil voice is used to enable leaders to assess the impact of the Design and Technology curriculum and acts as a tool to assess the depth of pupil understanding, knowledge and skills.