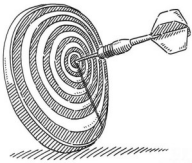


Design and Technology at Seartho Junior Academy is an inspiring and practical subject, engaging a wide variety of children. The subject provides an opportunity for barriers of learning to be removed by utilising and developing practical skills. DT at SJA provides opportunities for children to think creatively and solve problems for a REAL world purpose. Following a rigorous design process, pupils can evaluate initial designs and adapt, modify and improve their outcomes. Learners are encouraged to take risks, be resourceful, innovative and enterprising with the ultimate aim to give the children aspirations in an ever-evolving technological world.



## Intent—We aim to...

Help children to develop their creative, technical and practical expertise.

Develop a passion for the subject and knowledge of up-to-date technological innovations.

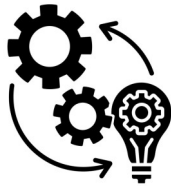
Give opportunities to show levels of originality through their designs and products that the children create.

Teach children to have the ability to carry out research, show initiative and ask questions.

Provide time to critique, evaluate and test our own ideas and existing products.

Teach and provide opportunities to learn and use food hygiene/safety skills.

Provide children with the equipment and space needed to achieve high quality DT outcomes.



## Implementation—How do we achieve our aims?

### Background Research

It is important that children are taught DT history and therefore achieve an understanding of how key events and individuals in design and technology, have helped to shape the world that we live in today. This will also enable children to take inspiration from designs throughout history and adapt their designs to the modern day if necessary. Background research is a vital part of a DT project and will therefore help children to understand important details about the specific product that they are going to produce.



### Design

Using existing products and research, children will develop their designing skills to inform their ideas. Children will therefore be able to design an innovative, functional and appealing product that is fit for purpose aimed at individuals or groups. Using different methods including discussions, sketches, diagrams, pro-types and computer-aided designs; as well as using PC & MD to improve and adapt their designs, children will be able to present and communicate their ideas to others, adding more detail and with increasing confidence as they move up from Y3 to Y6.



### Make

Across KS2, children will learn to select suitable tools and equipment to perform practical tasks such as : measuring, cutting, shaping and joining. In KS2, children will understand why certain tools should be used for their particular product and they will be able to discuss their reasoning's. Children will be able to follow a design criteria whilst making, as well as always following safety procedures and food hygiene procedures when necessary. Children will learn to demonstrate problem solving skills when encountering a mistake or practical problems.

### Evaluate

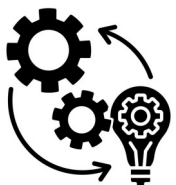
When creating DT products, children will always be given the time to evaluate using PC & MD. This will enable all children to identify both strengths and areas for development of their designs and products. This will also help children to consider the views of others, including the intended user, whilst evaluating their product. Evaluating existing products will also be an important part of the DT process, to achieve a better understanding of their final outcome and what they are trying to achieve.



# Subject on a Page

## DT

Design and Technology at Scartho Junior Academy is an inspiring and practical subject, engaging a wide variety of children. The subject provides an opportunity for barriers of learning to be removed by utilising and developing practical skills. DT at SJA provides opportunities for children to think creatively and solve problems for a REAL world purpose. Following a rigorous design process, pupils can evaluate initial designs and adapt, modify and improve their outcomes. Learners are encouraged to take risks, be resourceful, innovative and enterprising with the ultimate aim to give the children aspirations in an ever-evolving technological world.



### Implementation (continued) - How do we achieve our aims?

#### Cooking & Nutrition

Children will have many opportunities from Y3 to Y6 to learn about nutrition, as well as learning how to prepare and cook food. This will include the understanding of what a healthy and balanced diet is, an understanding of where food comes from and how ingredients are grown. In addition to this, children will be taught a range of cooking techniques, which will provide them with a fundamental life skill for now and later life.

#### DT Skills

Children will have the opportunity to explore and use a selection of different materials and tools to enable them to access the subject and make their own informed choices. Children will develop their knowledge of more complex structures throughout their time at SJA. These will include mechanical and electrical systems such as gears, pulleys, circuits, bulbs etc.



“ Design is not just what it looks like and feels like. Design is how it works.”

### ✓ Impact—How will we know we have achieved our aims?

Children will talk with engagement and enthusiasm for the subject.

REAL Project books will show evidence of PC & MD for DT practical outcomes.

Children are able to communicate and demonstrate food hygiene and safety procedures that relate to DT.

Evidence will be shown through REAL Project books, photograph, as well as physical products that children have made.

DT related outcomes are varied across KS2 and will show practical skill progression from Y3 to Y6.

Children will develop their language and vocabulary about DT and will be able to express this through discussions, descriptions and explanations.

