



Design and Technology Intent:

At Bunny C of E Primary School we teach the content of the National Curriculum in Key Stages One and Two. By the end of Key Stage One and Two, children have the necessary knowledge and skills to move onto the next stage in their education. At Bunny C of E Primary School, we believe that high-quality Design and Technology lessons inspire children to want to know more. Design and Technology prepares children to deal with tomorrow's rapidly changing world. It encourages children to become independent, creative problem solvers and thinkers as individuals and part of a team. It enables them to identify needs and opportunities and to respond to them by developing a range of ideas and by making products and systems. The annual Science and Technology competition allows children to use and apply their knowledge outside of the classroom. Through the study of Design and Technology, they combine practical skills with an understanding of aesthetic, social and environmental issues, as well as functions and industry. This allows them to reflect on and evaluate past and present technology, its uses and impacts. The school uses the KAPOW primary scheme of work to deliver the Design & Technology curriculum adapting the lessons to suit the topic where appropriate.

As a school, we must also consider the academic gaps in learning across the Design and Technology curriculum. As part of our recovery curriculum, gaps in key knowledge will be identified by teaching staff and implemented into our long and medium-term curriculum coverage over the next academic year.

We develop children with the following essential characteristics to help them become designers, technicians, chefs and engineers:

- develop the creative, technical and practical expertise need to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- know about a diverse range of great chefs, designers and engineers.
- understand and apply the principles of nutrition and learn how to cook.

Design and Technology Implementation:

Bunny C of E Primary School's Long Term Planning for Design and Technology outlines key knowledge and skills taught over a two-year cycle and is taken directly from the National Curriculum. Teachers use the framework of the Long Term Plan to create a series of design and technology lessons linked to a quality text where possible. The Medium Term Planning document outlines prior knowledge and key vocabulary that will be shared with the children during lesson time. Cultural capital is considered at this stage with the aim of providing enrichment and enjoyment within the subject of Design and Technology. Knowledge organisers are completed at the end of each topic with the aim of recording key design and technological knowledge that children have learnt. The knowledge organisers are used as a tool to recap prior learning and are designed to stay with the child throughout their Primary phase.

Design and Technology Impact:

Our Design and Technology Curriculum is high quality, well thought out and is planned to demonstrate progression. If children are keeping up with the curriculum, they are deemed to be making expected progress. In addition, we measure the impact of our curriculum through the following methods:

- A reflection on standards achieved against the planned outcomes at the end of the academic year;
- Pupil discussions about their learning;
- Pupils' work in books and evidence of enrichment / cultural capital.