

Our Intent

Design and Technology encourages children to learn to think creatively to solve problems both as individuals and collaboratively. At Hillesley, we encourage children to be creative and use their imagination to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

We aim to link work to other subjects, such as, mathematics, science, history, computing and art. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness, and are encouraged to become innovators and risk-takers; this includes studying design and technology innovators both locally and globally and from diverse backgrounds. Design and Technology at Hillesley develops children's skills and knowledge in design, structures, mechanisms, electrical control and a range of materials, including food.

Our aim is to provide the children with a broad range of experiences that inspire them to be creative and encourages them to think about important issues that affect the world around them. By the time our children leave us, they will be well-equipped with the skills and the knowledge to research, design, make and evaluate their work and have a greater understanding of how design and technology contributes to the creativity, culture, wealth and well-being of the world.

Implementation

Teachers use the Plan Bee scheme of work to plan and teach a variety of practical activities which encourage children to think creatively. The children work in a range of contexts linked, whenever appropriate, to the theme for the term, and use a 'design and make' process covering a wide range of skills, knowledge and understanding. The children are encouraged to experiment with a range of tools, materials and components. Prior learning is always considered at the planning stage and key techniques and skills are revisited where necessary to ensure progression of all children.

Learning is enhanced by many enrichment activities, such as the KNEX Challenge, Brush Monsters (STEAM) activity, visits to Badminton Estate and local factories, to inspire the children to become innovators of the future.

Impact

Our DT curriculum facilitates sequential learning and long-term progression of knowledge and skills. Teaching and learning methods provide regular opportunities to recap acquired knowledge through high quality questioning, discussion, modelling and explaining, to aid retrieval at the beginning and end of a lesson or unit of work. This will enable all children to commit learning to their long-term memory, know more, remember more and be able to do more so that they become designers and creators.

We assess the impact of our DT curriculum through questioning during lessons, pupil voice, learning walks and end of unit assessments.