

Intent

The intent of our Design Technology curriculum at Highfields Primary School is to provide a rich and engaging learning experience that equips children with a range of knowledge and skills to become creative problem solvers. We aim to develop their ability to design, make, and evaluate products, fostering a passion for innovation and the confidence to apply their learning in real-world contexts. Our intent is to ensure that all children develop a deep understanding of technology and its impact on society, preparing them for the challenges of the rapidly evolving technological landscape.

Implementation

Breadth and Balance

We provide a broad and balanced Design Technology curriculum that covers a wide range of areas, including structures, mechanisms, electrical systems, cooking and nutrition, textiles, and computer-aided design (Crumble Kits and Purple Mash). Our curriculum is carefully planned to ensure progressive skill development, building on prior knowledge and experiences as children move through the school.

Real-Life Contexts

To make learning relevant and meaningful, we integrate real-life contexts into our Design Technology lessons. We encourage children to investigate and explore authentic problems, considering the needs and wants of users. From designing and making products for their local community to addressing global sustainability issues, children develop a deeper understanding of the impact of technology on individuals and society.

Practical and Hands-on Learning

At Highfields, we believe that Design Technology is best learned through practical and hands-on experiences. Children have dedicated lessons to engage in designing, making prototypes, and evaluating their products. They have access to a range of materials, tools, and equipment, promoting problem-solving, creativity, and resilience.

Integration with Other Subjects

We integrate Design Technology with other subjects, fostering cross-curricular connections and promoting meaningful learning experiences wherever relevant. For instance, we link Design Technology to mathematics, where children apply their knowledge of measurement, shape, and space to accurately measure and construct products.

Digital Skills

In line with the ever-increasing role of technology in society, we ensure that our Design Technology curriculum equips children with digital skills. We introduce them to computer-control programs and components (Crumble kits) to incorporate into their design and construction.

Health and Safety

We have robust health and safety measures in place to ensure children's well-being during Design Technology lessons. Children are taught about safe and responsible use of tools and equipment, promoting a culture of risk-awareness and risk-management.

Impact

Attainment and Progress

Regular assessment based on clear learning objectives enables us to monitor children's attainment and progress in Design Technology. Children are provided with constructive feedback that guides them towards improvement, helping them to achieve and exceed their potential. We record these assessments on Insight.

Engagement and Enjoyment

Our Design Technology curriculum has a positive impact on children's engagement and enjoyment of learning. Through hands-on experiences, collaborative projects, and the opportunity to create tangible outcomes, children are actively involved in their learning and develop a genuine enjoyment for the subject.

Transferable Skills

Design Technology equips children with a range of transferable skills such as critical thinking, problem-solving, creativity, teamwork, and resilience. These skills support their learning across other subjects and prepare them for future challenges and opportunities.

Cultural Capital

By exploring the impact of Design Technology on society and the wider world, children develop a broader cultural capital. They become more aware of the historical, cultural, and ethical dimensions of design, and are better equipped to navigate and contribute to the modern world.

Aspiration and Career Pathways

Our Design Technology curriculum aims to inspire children to consider future careers related to design, engineering, or other technological industries. By providing opportunities to engage with real-life design challenges and exposing children to contemporary designers and innovators, we foster aspiration and ignite curiosity about future career paths.

In conclusion, the intent, implementation, and impact of our Design Technology curriculum at Highfields align with expectations set by Ofsted. We believe that through our comprehensive and engaging approach to Design Technology, we are preparing our children to thrive in a rapidly changing world, while fostering their creativity, problem-solving abilities, and technological literacy.