

DT

Intent

At Ormiston Herman Academy we encourage children to use their creativity and 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, wherever possible, link work to other disciplines such as mathematics, science, engineering, 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.

Children will learn about cooking, food and nutrition, ensuring that they acquire the fundamental life skills in order to be able to feed themselves healthily and independently, whilst learning about where food comes from, therefore making connections with their geographical and scientific knowledge. We want to equip them with not only the minimum statutory requirements of the design technology National Curriculum but to prepare them for the opportunities, responsibilities and experiences of later life.

The design process should be rooted in real life, relevant contexts to give meaning to learning. While, making children should be able to evaluate their own work and choice and a range of tools to choose freely from. To evaluate, children should be able to evaluate their own products against a design criteria. Each of these steps should be rooted in technical knowledge and vocabulary.

Implementation

- Many DT units are based on planning from 'Projects on a Page': Mechanisms (sliders and levers, wheels and axles), Free Standing Structures, Textiles, Cooking and Nutrition in KS1 Leavers and Linkages, Textiles, Frame Structures, Gears and Pulleys, Electrical systems, CAD and cooking and nutrition in KS2
- Children may use this to research products, develop design ideas and initial sketches, and showcase learned skills, technical knowledge and vocabulary, final designs, and evaluations.
- We use a skills-based approach to teaching and Design Technology Curriculum Statement learning using objectives taken from the National Curriculum. We teach DT skills discretely, making relevant cross-curricular links, and ensure all children access all areas of the Design Technology Curriculum.

Impact

By providing a range of contexts and the necessary skills, we endeavour to support pupils in their future educational journey and in understanding of the ever-developing world around

them. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. The skills and attributes they develop will benefit them beyond school and into adulthood: the ability to use time efficiently, work with others productively, show initiative, independence, resilience and manage risks effectively will ensure well-rounded citizens who will make a difference in the wider world.