

Design and Technology

Intent

At Eton Park Design and Technology offers children a chance to use creative thinking and activity within a defined purpose and tangible outcome. It can be found in many of the objects children use each day and is a part of children's immediate experiences.

As a subject, Design and Technology combines skills, knowledge, concepts and values to enable children to tackle real problems. It can improve analysis, problem solving, and practical capability and evaluation skills.

Implementation

In Key Stage 2 the skeleton of our Design and Technology curriculum is the National Curriculum. We do not use a commercial scheme for Design and Technology but have produced our own progression map that sequences the skills and knowledge systematically. The progression map is designed to enable cross-curricular teaching and learning in all year groups. For example, in year 4, 'to design and make a pulley system,' is linked to the History topic Normans, the pupils create a drawbridge suitable for a castle.

Impact

Design and Technology is teacher assessed and the majority of assessments conducted will be through observation and discussion.

Assessments will be recorded in the year-end reports to parents.

A selection of work will be retained as evidence or photographed for this purpose.