

**Horwich Parish CE Primary School**

**Intent, Implementation and Impact Statement**

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| **Subject Area**  **DT** |
| **Intent:**  At Horwich Parish we aim to build a Design Technology curriculum which develops learning and results in the acquisition of knowledge and skills. Children will know more, remember more and understand more.  At Horwich Parish, our Design Technology scheme of work follows a two-year cycle. Our scheme of work enables pupils to meet the end of key stage attainment targets in the National curriculum and the aims also align with those in the National curriculum.  We aim to make Design Technology inspiring, rigorous and practical, where the children are encouraged to learn to think and intervene creatively to solve problems both as individuals and members of a team.  We encourage the 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.  Wherever possible, we aim to link work to other disciplines such as mathematics, science, engineering, computing and art.  We give 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.  We teach the importance of on-going changes and improvements during the making stage.  We ensure we deliver the 2 stands of Design Technology, Designing and Making and Cooking and Nutrition. |
| **Implementation:**  The Kapow scheme of work is designed with a variety of creative and practical activities, we teach knowledge, understanding and skills needed to engage in an iterative process of designing and making. The children work in a range of relevant contexts, e.g. home, school, leisure, culture and the wider environment.  When designing and making, the children are taught to:  Design   * Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. * Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional diagrams, prototypes, patter pieces and computer-aided design.   Make   * Select from and use a wider range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing accurately. * Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.   Evaluate   * To investigate and analyse a range of existing products. * To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. * To understand how key events and individuals in design and technology have helped shape the world.   Technical knowledge.   * To apply their understanding of how to strengthen, stiffen and reinforce more complex structures. * To understand and use mechanical systems in their products. * To understand and use electrical systems in their products. * To apply their understanding of computing to program, monitor and control their products.   Language   * Promote language rich to the Design Technology curriculum is essential to the successful acquisition of knowledge and understanding in Design Technology. The promotion and use of an accurate and rich vocabulary throughout school is planned in Design Technology. |
| **Impact:**  At Horwich Parish the children will develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in increasingly technological words.  The children will be able to 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 and critique, evaluate and test their ideas and products and the work of others.  The children will be able to understand and apply the principles of nutrition and learn how to cook. Children will design and make a range of products. A good quality finish will be expected in all designs and activities made appropriate to their age and ability of the child.  Children learn how to take risks, become resourceful, innovative, enterprising and capable citizens. 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. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation. |
| **Future actions**   * To ensure we teach DT as a process, focusing on the on-going design, making and evaluating of the product rather than the final product. * To improve skills and vocabulary in Design Technology. * To ensure the children build on their prior knowledge throughout their time at Horwich Parish. |

**Date: September 2023**

**Subject Leader: Stacey Hargreaves**