



Fair Field Junior School – Design Overview 2021-2022



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Curriculum Intent

In Design and Technology, through cross curricular links, children have the chance to invent and create their own works of art, craft and design. Our Design and Technology curriculum facilitates the use of creativity and imagination, real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Our aim is to provide children with experiences to develop their skills through this inspiring, rigorous and practical subject.

Implementation

Design and Technology is taught as a discrete subject but with strong cross curricular links. Areas of learning, such as healthy eating, Mathematics, Geography and History can all incorporate different elements of design and technology. We encourage children to design and make products that bring an element of the past (History) alive or are practical solutions to everyday problems such as combating healthy eating. Through high quality teaching, we inspire our children to develop their skills in 5 key areas: design, make, evaluate, technical knowledge and cooking and nutrition.

Impact

Whole-school and parental engagement will be improved through the use of design and technology-specific home learning tasks and opportunities suggested in lessons and overviews for wider learning. An example of this is through our half-termly PLIPs projects (Poppy Learning I Projects). I for Inspire, Investigate, Imagine, Identify, Illustrate, Invent. Impact can also be measured through key questioning skills built into lessons, child-led assessment such as success criteria grids, and summative assessments aimed at targeting next steps in learning.