

Curriculum Story - Design and Technology

‘Let your light shine’ -Matthew 5:16

Our curriculum will provide enriching experiences and be underpinned by high quality oracy/literacy rich activities designed to give all learners, particularly the most disadvantaged, the knowledge and cultural capital they need to succeed in life.

It will build progressive substantive and disciplinary knowledge from which skills will emerge seamlessly from EYFS to KS1.

‘Good buildings come from good people, and all problems are solved by good design.’-Stephen Gardiner

Intent	<ul style="list-style-type: none">★ At St John’s C of E VC Infants’, we use Kapow Primary’s Design and technology scheme of work aims to inspire pupils to be innovative and creative thinkers who have an appreciation for the product design cycle through ideation, creation, and evaluation.★ We want pupils to develop the confidence to take risks, through drafting design concepts, modelling, and testing and to be reflective learners who evaluate their work and the work of others.★ Through our scheme of work, we aim to build an awareness of the impact of design and technology on our lives and encourage pupils to become resourceful, enterprising citizens who will have the skills to contribute to future design advancements.★ The Design and Technology 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.
Implementation	<ul style="list-style-type: none">★ To ensure high standards of teaching in D&T, we implement a curriculum that is progressive throughout the whole school. D&T is a foundation subject in the National Curriculum and at our school.★ School implementation of the D&T curriculum is in line with 2014 Primary National Curriculum requirements for KS1 and KS2 and the Foundation Stage Curriculum in England. This provides a broad framework and outlines the knowledge and skills taught in each key stage.★ Through the support of the Kapow scheme of work for D&T, children will experience an array of

	<p>different progressive and linkable skills and techniques over the course of a child's time at St John's Infant School.</p> <ul style="list-style-type: none"> ★ This ensures that children are constantly building upon previous learning and are able to expand their knowledge and understanding of problem solving, designing and constructing different products. ★ Children will complete three projects a year, and these will include projects that address food, textiles, structures and mechanisms in KS1. ★ They will be given a variety of real life products to explore, building their knowledge of how they look and work, and therefore enabling them to evaluate products against their target market and purpose. ★ For each project the children will follow the design, make and evaluate sequence, allowing them to reflect on their design and products and think of ways that they could be improved or adapted.
Impact	<ul style="list-style-type: none"> • The impact of Kapow Primary's scheme can be constantly monitored through both formative and summative assessment opportunities. • Each lesson includes guidance to support teachers in assessing pupils against the learning objectives. Furthermore, each unit has a unit quiz and knowledge catcher which can be used at the start and/ or end of the unit. ★ After the implementation of Kapow Primary Design and technology, pupils should leave school equipped with a range of skills to enable them to succeed in their Junior education and be innovative and resourceful members of society.
<p>Progression across year groups: Progression of Knowledge and skills</p>	
<p>Curriculum across the Year groups: Long Term Planning 2023/24</p>	
Pupil Voice	
Digital Floor Book	

[Digital Floor Book](#)

Successes of 2023

Priorities for 2023/24

