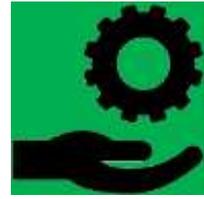




The Design Technology Curriculum at North Nibley C of E Primary: A statement of intent



Our vision for North Nibley is to inspire Learning, Achievement, Faith and Fun. Design Technology, therefore, is an inspiring and practical subject. Using their creativity and imagination, children at North Nibley design and make a variety of products used to solve real life problems or create products which are appealing to themselves and others such as phone cases and lunchboxes.

Children acquire a range of subject-specific knowledge, design and practical skills. They also draw upon skills learnt in other subjects such as maths, science, computing and art which provide opportunities for children to know more and remember more about what they have previously been taught.

Design Technology at North Nibley is a subject in which children learn to become enterprising and creative citizens. Through the evaluation of past and present design and technology, children develop a critical understanding of its impact on daily life and the wider world. Our Design Technology curriculum is intended to help children understand how the subject makes an essential contribution to the creativity, culture, wealth and well-being of our nation.

We have used the Early Years Framework to create our curriculum for Reception-aged children. We have used these programmes of study to ensure children experience a breath of opportunities to develop their skills in Expressive Arts and Design. Children's understanding is fostered through play-based learning, where children have the opportunity to explore a range of different media and materials. Some of these opportunities will be child initiated and some adult initiated to ensure a progressive and ambitious curriculum for all.

The outdoors is used regularly to facilitate learning. For example, children regularly have opportunities to design and create with large scale junk materials. The teaching of age appropriate design vocabulary is prioritised, which is done through repetition, hands on experiences, stories and non-fiction books.

We have used The National Curriculum to design a coherently planned Design and Technology curriculum for years 1-6, which is well structured and ensures progressive development of knowledge and skills. Our science curriculum is ambitious for all children and provides them with the knowledge and Design Technology cultural capital they need to succeed in the next stage of their learning and future life.

Our spiral curriculum ensures that links are made with prior learning supporting children to know more and remember more in DT. In DT, we make strong curricular links between subjects, especially with Maths and Science.

To further enhance children's learning, additional opportunities are provided. Our upper KS2 class benefit from as workshops run by a local engineering company – Renishaw in coding, and 3D printing, lower KS2 take part in STEM workshops such as Brush Monsters. Children also have the opportunity to take part in a 'Goblin Racing' extra-curricular club where children build and race an electric car against other schools at Renishaw.

We ensure that the DT curriculum we provide will give children the confidence and motivation to continue to further develop their skills into the next stage of their education and life experiences.