Learning at River View

Design and Technology

Design and Technology teaching at River View provides all children with a strong understanding of design, engineering and technology in the world around them whilst acquiring specific skills and knowledge. We develop children’s natural excitement and inspire them to use Design and Technology to take them beyond their usual classroom learning.

At River View studying D&T is about so much more than making a moving car. It’s about mechanisms, structures, and understanding technologies in our everyday world that children will interact with in their future lives. Through carefully planned teaching and practical tasks, we deepen children’s understanding of design and technology around them.

We do this in three ways;

* give children access to abstract and practical ideas by supporting their understanding through design activities
* practical making activities
* evaluating activities

In the Early Years Foundation Stage children learn Design and Technology through ‘Understanding of the World’, ‘Expressive Arts and Design’ and ‘Physical Development’. Children are supported to explore a wide ride of resources through activities such as baking, cooking, junk modelling, mixing paint, building towers, bridges and dens, making wheeled vehicles and engaging in deconstructed role play. Children learn how to use tools and equipment safely to change the form, texture, colour, design and function of all the objects they investigate through their play. They explore mechanisms, structures and textiles by testing out their ideas and adapting their thinking. They also explore how different foods taste, smell and feel to discover which foods they like. They learn where their food comes from and which foods are healthy. Experimenting with all of these skills through play gives children a foundation of real experience to build on in Year one.

From year one upwards Design and Technology is taught as a block of work spanning across a term. For every year group, a sequence of ten progressive lessons are planned. Knowledge organisers outline specific details about the key vocabulary, skills and subject knowledge covered.

Each year group plan specifies the focus area and key concepts to be learned. The Design and Technology curriculum is taught through design, plan, make and evaluate tasks. The learning in each year group has been carefully considered to ensure that teaching is progressive and in each year group, children have some practical tasks to complete. Learning is planned to develop the children's natural creativity and enables them to design, make and refine their skills progressively as they move through school. This model allows children to build upon their prior knowledge and skills whilst increasing their enthusiasm.

All children are encouraged to experiment, develop, review, revisit and refine ideas. They are encouraged to draw inspiration from existing products and use these products to inspire their designs. Ultimately, enabling them to become more independent and individual as designers.

The National Curriculum requirements are taught and assessed in each year group. The Design and Technology progression documents clearly outline previous and subsequent year groups’ content to link learning and build on previous knowledge and skills.

We measure the impact of our Design and Technology curriculum through the following methods:

* Low-stake quizzes
* Questioning
* Discussion
* Observation
* Design evaluations
* Focused practical tasks