Intent

At Hook School, we aim to have a high-quality Design and Technology curriculum, which engages, inspires and challenges pupils. To enable this to happen, we have established a progressive, creative and inclusive curriculum. Our curriculum offers our pupils the chance to use creative thinking and design skills within a defined purpose and a tangible outcome. Through a variety of creative and practical activities, pupils are taught the knowledge, understanding and skills needed to engage in a process of designing and making.

The scheme of work used throughout the school is in line with statutory requirements. It ensures each year group will learn about specific areas of Design and Technology and expand learning obtained in previous years. Hook School commits to ensuring the D&T our pupils learn is inspiring and stretches them intellectually.

Implementation

To ensure high standards of teaching and learning in Design and Technology, we implement a curriculum that is progressive throughout the whole school. Our pupils work within a range of contexts, through a mainly topic-based approach which allows for cross-curricular links to be made. Design and Technology is taught as part of a termly topic, focusing on the knowledge and skills stated in the National Curriculum. Some topics may link to the Science, PSHCE, ICT and Maths curriculum.

Key Stage One children learn about the initial skills of design and technology with regard to constructing, textiles and food; Key Stage Two children advance their skills at a greater depth and have the opportunity to learn about electricity and circuits. Clear subject and topic vocabulary is outlined in a Knowledge Plan, along with ambitious objectives ensure all aspects of the National Curriculum are covered as children progress through school. The children are encouraged to be reflective learners as they follow the process of researching, designing, making and evaluating. Our principal aim is to develop the children's knowledge, skills and understanding in Design and Technology within a creative and skills-based curriculum.

Impact

We believe that our Design and Technology curriculum is progressive and challenging, whilst remaining relevant. It is carefully planned to demonstrate progression. Through our Design and Technology curriculum, we envisage that:

· children will develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world

· children will develop their knowledge, and learn the techniques and skills needed to design and make high-quality prototypes and products.

· children will be encouraged to become problem solvers, both as individuals and as part of a team.

· children will learn how to critique, evaluate and test their ideas and products, as well as the work of others.

· children will understand and apply the principles of nutrition and learn how to cook.

· children will learn to be passionate and excited about the processes involved in designing and making products, including working with, preparing and tasting food.

· as designers, children will develop skills and attributes they can use beyond school and into adulthood.