



## LECONFIELD PRIMARY SCHOOL DESIGN & TECHNOLOGY CURRICULUM STATEMENT

Intent	Implementation	Impact
<p>There is a clear progression from nursery (7 Areas of Learning, ) to Y6 (Art &amp; Design).</p> <p>As children make progress their growing knowledge helps them to understand the design cycle from their initial ideas to creation and evaluation.</p> <p>Our children’s design and technology knowledge enables them to understand the impact of D&amp;T on our lives and encourages children to become resourceful and enterprising.</p>	<p><b>Enquiry</b>            Children respond to design briefs and scenarios which develop their design skills in the following areas: mechanisms, structures, textiles, cooking &amp; nutrition, electrical systems (KS2) and digital world (KS2).            Children have access to key vocabulary and concepts. They use these purposefully in context.</p> <p><b>Learning Experience</b>            We use hands on practical and inventive tasks.            We find solutions to solve problems. Our task may be independent, paired or a group activity.            We use a range of tools and resources appropriate to the task.            Our design cycle is: design, make, evaluate.            Our curriculum is carefully structured so that design and technology knowledge is revisited to ensure curriculum coverage for mixed age classes.</p>	<p>The coverage of the curriculum is progressive from Little Acorns (Nursery) to Oak Class (Year 6).</p> <p>Children can talk about their D&amp;T knowledge and use prior learning as a starting point. They know more, remember more and understand more.</p> <p>Children retain knowledge that is pertinent to D&amp;T with a real life context.</p> <p>Children have a good understanding about the world around them and how it has been shaped.</p> <p>Children have the confidence to use their technical and practical skills to perform a range of everyday tasks.</p>