Design and Technology (DT): Intent, Implementation and Impact

DT is a problem-solving discipline. Inventors and engineers identify a need, usually within a specific demographic. They seek to design, make and improve their product so it is fit for purpose.
Children are growing up in a society that relies on technological developments. As future innovators and designers, the DT curriculum is required to inspire children to be innovative and creative thinkers.
Kapow's Design and Technology scheme of work enables pupils to meet the end of key stage aims and attainment targets in the National curriculum. EYFS (Reception) units provide opportunities for pupils to work towards the Development matters statements and the Early Learning Goals. We have chosen to use Kapow's combined scheme of work for Art and Design and Design and Technology.

The National Curriculum and Kapow strands of learning are:

Design

Make

Evaluate – these provide the design process

Technical knowledge

The key areas, which are revisited throughout are:

Cooking and Nutrition

Mechanisms and Mechanical Systems

Structures

Textiles

In Key Stage Two, there are 2 additional strands:

Electrical systems

Digital World

In this spiral curriculum, the key skills are revisited across the key stages with increasing complexity. This enables pupils to build on their previous knowledge and skills practise with increasing confidence.

Lessons incorporate a range of teaching strategies from independent tasks, paired and group work including practical hands-on, computer-based and inventive tasks. This variety means that lessons are engaging and appeal to those with a variety of learning styles. Knowledge organisers for each unit support pupils in building a foundation of factual knowledge by encouraging recall of key facts and vocabulary.