



Taking part in Design and Technology lessons at Reynolds Academy gives our pupils the technical knowledge and practical techniques necessary to design, make, evaluate and improve products fit for purpose. Our pupils will become familiar with the 'design, make, break, repeat' process, building resilience and determination in order to fulfil a design brief. Our curriculum appreciates designers and inventors throughout history; our pupils are encouraged to draw on inspiration from existing products, using these as starting points for their own designs. Design and Technology will give our pupils the opportunity to become critical thinkers, problem solvers and creative individuals.

Intent – What do we aim to deliver?

Design and Technology is taught in week long blocks at either the beginning or end of every half term. This allows pupils to really get 'stuck in' with their learning and gives them the time to design, create, make and evaluate a complete project in quick succession.

Technical knowledge

Children will learn what Design and Technology is and how it has impacted inventions throughout history. They will understand how the design process of 'design, make, break, repeat' has influenced designs throughout history.

Practical techniques

Children will be taught how to use a range of tools, including those used in food preparation. Part of this will include basic health and safety which they can apply to other areas both in and outside of the classroom.

Implementation – How do we aim to deliver it?

The Design and Technology curriculum at Reynolds is delivered in the classroom, however older year groups will also have the opportunity to use facilities at Cleethorpes Academy to complete their food technology unit of work. Children also have access to iPads to complete research.

Teachers follow the Chris Quigley curriculum, covering three milestones across two years of study.

Resilience

Throughout the design process, children will understand that inventions do not always work the first time! They will develop their own resilience to test and subsequently make changes to their designs.

Critical thinking and evaluation

Children will become comfortable and confident to reflect on their own work and practice, including finding ways to improve as well as celebrating their successes.

Children record their work in exercise books, which will also include photographs of any practical activities. Their work will be shared with others by use of our classroom working walls.

Impact – How will we know when we have delivered it?

High levels of engagement and enjoyment

Children at Reynolds Academy enjoy their week which focusses on Design and Technology. Sometimes, their lessons include discovering products they have never seen before which gives them the tools to imagine and create their own unique designs.

Ensuring Progress

Throughout each unit, children are asked to produce pieces of work which help them independently demonstrate the skills that they have been taught.

Ensuring Progress

Teachers use Chris Quigley Milestones as a framework for identifying children who have achieved the expected standard and any additional support which is required.

Whole Curriculum Impact

Children are able to apply their Design and Technology skills across the whole curriculum. This includes when requiring resilience to complete challenging work and also when faced with a problem to solve.