



At South Molton United Church of England Primary School, children have a sense of belonging in a supportive, happy environment, where their range of talents will be nurtured, enabling them to flourish and achieve excellence. Every child is valued as a unique person and can develop their sense of discovery, expectation and wonder. We embrace Christian values, which enable us to be compassionate and responsible members of our community and make positive contributions to society.

Curriculum Statement for the teaching and learning of DT 2022-23

INTENT	Design Technology helps us learn the process of identifying, planning, making and testing a product for a user. We can use our understanding in other areas of learning such as Maths and Computing to develop the products we design and make. We learn key skills in cooking, textiles and constructing three dimensional products that are built on incrementally, each year. We learn how to use a range of tools and processes. We meet people from the design and technology industries to help us find out about jobs that we could have in the future. We learn about amazing creations and creators. We develop practical skills and understanding that help us for life.		
UNDERPINN ED BY	The teaching of knowledge, skills and understanding	The application of skills, knowledge and understanding	Vocabulary
	Product research Share industry links	The experience of the plan-design-make- evaluate process	3D Products: wind, mechanism, structure, cantilever, shaduf, pop-up, product, automata, construct Textiles: stitch, template, puppet,
	Modelling of the plan-design-make- evaluate process	Use of scaffolds, tools and technology to execute plans and designs.	pattern, cross-stitch, dye, embroider, costume, traditional, design, Computer Aided Design Cooking: roll, chop, grate, beat, peel, slice, knead, course, meal
	Project on a page plans	Projects on a page	Process: Research, design, plan, make, evaluate

	Curriculum Approach	External Stimuli	Extra-Curricular Enhancements
IMPLEMENT ATION	Projects on a page (see planning documentation)	Industry experts e.g. Eaton, Bray Leino, South Molton Meddlers	Jaguar Club Eco Club Lego Club Large loose parts for construction
	Resources	Questioning	Showcase opportunities
	Dowel Wood Tools-saws, hammers, screwdrivers Nails and pins PVA glue Card Split Pins Felt Needles and thread	What do you notice? Can you tell me more? Why? What would happen if?	Presentation in collective worship 'Trade Show' in the hall Christmas Fayre Lantern Parade School website and SMUPS Instagram digital gallery SMUPS Tapestry/Youtube
	Teaching Approaches	Home Learning Opportunities	Audience and Purpose
	Hands on, experiential problem solving challenges. 'How to' demonstration.	DT based design projects and research	Users identified on curriculum overview
	By the end of each key stage, pupils are ex specified in the relevant programme of stu	rpected to know, apply and understand the mudy.	natters, skills, knowledge and processes

IMPACT	PUPIL VOICE	EVIDENCE IN KNOWLEDGE
	Pupil conferencing	'Tradeshow' presentations
	Recording of what children say throughout DT projects, use of speech bubbles and videoing. PEG DT annual interviews.	Pupil conferencing Recording of what children say throughout DT projects, use of speech bubbles and videoing.
	EVIDENCE IN SKILLS	EVIDENCE IN UNDERSTANDING
	Finished DT products	Project Showcase
	Documentation including planning, designs and evaluation. Use of tapestry and youtube to photograph and document	Project evaluations Through discussion.
	children making and what they say about their products.	