Design Technology at Medlock Primary School

At Medlock Primary we have the ambition for all our pupils to achieve the highest standard. Our curriculum has been designed to ensure this vision becomes a reality by inspiring all our pupils to become confident, independent and responsible lifelong learners. To do this we have ensured that the backgrounds of our community (which have roots across the globe) are reflected in the curriculum content. The explicit sequencing and teaching of vocabulary and subject specific language is used to provide our children with the highest quality language for learning. Opportunities for reading widely and deeply are central to this as is the development of children's 'voice' (both verbal and written), to enable them to communicate and question confidently and effectively.

Each subject in our curriculum has been designed to always build and link to prior learning and make connections beyond the individual subjects to maximise its impact and ensure the children learn more and remember more.

Why we teach Design Technology- Our Intent

At Medlock we have ensured that our Design Technology curriculum gives our children a wide knowledge and understanding of a number of disciplines and enables proficiency within them. We believe that design technology supports our children in solving problems in a number of contexts enabling them to become resourceful and innovative. It allows them to see how important design and technology is in our everyday lives and how the advancement of this is changing all the time and changes the way that we live.

Curriculum Implementation in Design Technology

Medlock Primary School follows the National Curriculum. All learning in Design Technology is designed to build on what has come before. It is structured so that it supports and enhances the learning in other curriculum areas and gives pupils many opportunities to transfer and apply knowledge across subjects.

Each lesson is structured using our school's 'Inspiring Teaching Principles' which are evidence based in their approach. Children explore the key elements of design technology: mechanisms, structures, textiles and food technology. Its specific cycle supports the acquisition and development of knowledge and enables pupils to apply, evaluate and revisit previous learning. This cycle follows the key principles of design: planning, design, implementation, testing and evaluation.

A wide range of contexts, rooted in real life problems and situations, are used as starting points alongside taking into account the wants and needs of the intended audience.

Impact in Design Technology

Our curriculum is designed so the children are taught the knowledge needed and then to apply the knowledge within the subject and beyond. It has been designed to build children's knowledge from lesson to lesson and from one year to another, linking backwards and forwards, embedding knowledge and understanding. Knowledge is therefore purposefully transferable to other areas of the curriculum.

We constantly return to key concepts, as a result children know more and remember more.
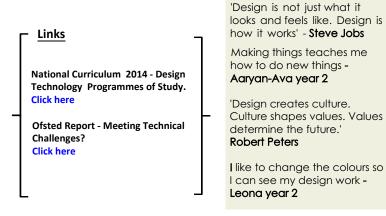

What Design Technology Looks Like at Medlock

Year Group	Unit 1	Unit 2	Unit 3
Nursery 1	Adult led and child initiated opportunities planned into the weekly cycle to develop skills needed in successful designer / problem solvers.		
Nursery 2	Pizza Making & Building houses 'three little pigs'	Building Bird feeders & Textiles - Easter bonnets	Sandwiches (Teddy bear's picnic) & Boat Making
Reception	Pumpkin soup 'Pop-up' Christmas Cards	Structures - birds nests & Dinosaur fossils	Clay minibeasts & mixed media castles.
Year 1	Food - fruit smoothies	Structures - houses	Mechanisms - carriages
Year 2	Food - Packed lunch for a trip	Mechanisms - slider and levers - moving page	Textiles -making clothes for the class teddy bear
Year 3	Food: 'Stone Age Soup	Structures: Create Canopic Jars	Mechanisms (leavers) - Roman Catapults
Year 4	Mechanisms - 'Moving Jungles'	Electrical 'Yes & No' Games	'Bug' Textiles
Year 5	Food - Victorian Biscuits	Mechanisms - 'Moving Theatres	Structures -Viking Long Ships
Year 6	Electricity - Light Houses	Mechanisms - 'Mouse Trap'	Structures & Textiles - Shoes

Categories Of Knowledge in Design Technology

The curriculum is designed so that pupils revisit and further develop their understanding; constantly building on the learning that has come before. In design and technology this includes technical knowledge and theoretical knowledge including the purpose and success of products already available.

Links

National Curriculum 2014 - Design Technology Programmes of Study.
Click here

Ofsted Report - Meeting Technical Challenges?
Click here

'Design is not just what it looks and feels like. Design is how it works' - Steve Jobs

Making things teaches me how to do new things - Aaryan-Ava year 2

'Design creates culture. Culture shapes values. Values determine the future.' Robert Peters

I like to change the colours so I can see my design work - Leona year 2

Ambition for All