

Design and Technology at Rossmere Academy

Intent

Our intent for Design and Technology at Rossmere is to ensure that all children:

- Are confident to prepare and cook a range of different food types for life beyond Rossmere.
- Are inspired by a variety of diverse designers to realise full potential and broaden horizons.
- Are motivated and a critical thinker when designing and making a variety of products.
- Provide exciting and ambitious internal and external opportunities for children to make a positive contribution to their community.

Implementation

The implementation of Design and Technology at Rossmere:

At Rossmere, Design Technology is linked, where possible, to cross curricular projects/topics to help children to make meaningful links and to immerse children further into their learning. To ensure high standards of teaching and learning in Design and Technology, we implement a curriculum that is progressive throughout the whole school. Teachers use the progression document to ensure the curriculum is covered and the skills/knowledge taught is progressive from year group to year group.

Units of work are carefully organised on the schools DT long term plan so that over the course of each key stage children will experience projects on food technology, structures, textiles (linked to art) mechanisms and electrical systems. The skills and knowledge have been allocated to year groups and have been revisited to ensure progression and coverage. Each year group should use the following format: investigate, focus task, design, make and evaluate over the course of the school year.

We implement cooking by providing opportunities over the year to plan a nutritious product and bring the product to life using the dining hall, which contains a vast selection of cooking equipment and space for the children to make a high-quality product. Within teaching, staff introduce different, diverse designers to show how different people achieved success within different areas of DT. This with the intent to inspire. Throughout the year, internal and external opportunities will be promoted across school to encourage children to find their passion in design and technology. These opportunities range from workshops at the local power station to nation wide competitions like “Young Inventors”.

Staff should follow the whole school format for each part of the design process. There will be a differentiation between KS1 and KS2. Staff should start each lesson with a retrieval question to assess what skills and knowledge the children acquired in the previous session.

Impact

The impact of Design and Technology at Rossmere:

- Pupils develop a love of cooking and become excited by experimenting with a variety of ingredients (some they may not have tried before).
- Pupils are confident to use a range of cooking equipment and utensils - they understand how to use them appropriately and safely.
- Pupils can use a variety of tools confidently when building structures and evaluate their work.
- Pupils have the opportunity to participate in exciting and ambitious STEM activities internal and external in order to build their own cultural capital and to make a positive contribution to their community.
- Pupils can identify the purpose and audience of their DT projects and articulate this.
- Pupils are inspired by a diverse group of designers and use their ideas in their own design.