

Design and Technology at Cranford Park Primary School

<u>What We Do</u>	<u>Why We Do It</u>
Each project follows a step process	Each project has a clear step process planned out to support staff and to ensure consistency and high standards. These are all available on the school systems. Steps include: task given; context; design brief; specifications; research; design ideas; planning; making; testing and evaluating.
Skills are taught in every lesson	Progression grids clearly map out skills to be taught in each year group. Previous and subsequent learning is identified.
Revisiting 'Sticky Knowledge'	At the beginning of each lesson, the teacher will 'revisit' sticky knowledge and skills from previous projects. This ensures important knowledge is retained and memorised and can be built upon.
We promote a Growth Mindset approach	Children are encouraged to 'have a go' in order to develop proficiency in skills and so that they realise that they will improve over time and 'grow their brains'. Teachers do not, therefore, complete tasks for children. Instead, children are supported with tasks appropriate to their stage of development.
Rich discussion opportunities throughout lessons	Children are encouraged to communicate throughout lessons, sharing their design ideas, evaluating products and planning together. To facilitate this, vocabulary for each year group has been identified, building on the previous work.
Examples and Models are provided throughout	Rich resources including a joining board, examples of stitches, mechanisms, etc. are available for teachers to use. These ensure that teachers are clear on the expectations for end product, while sharing good examples for children to aspire to.
Resources	We ensure that there are adequate resources for the topics we study. This ensures that children have a quality experience.
D&T lessons encourage healthy lifestyles	A healthy eating project in each year group teaches life skills and enables children to plan, prepare and cook healthy meals. This gives them an understanding of healthy eating and encourages good habits for later life.
We engage with the local community	Through projects such as 'Young Enterprise' and 'Dragon's Den' we provide pupils with opportunities to engage with the local community.
We hold an annual D&T theme week	This provides children with further opportunities to study inventors and inventions from a range of times and cultures. Children explore and aspire to a range of professions which use D&T skills.
We have an I.T. rich approach	Equipment and software encourage the use of I.T. in Design & Technology.
Activities assess understanding and are practical, engaging and fun	Methods of learning are practical and engage children in a variety of activities which allow them to demonstrate their skills and understanding.
Evidence of Learning	Floor books are used for younger children to record the class experience. This will include photographs of the children and work at each stage of the project, reflections, quotes and evaluations from children about the process and the skills they have learned. In Key Stage Two, work is presented in a Design 'scrap book'. Children are always encouraged to evaluate and reflect on their learning in a journaling approach.
Cross-curricular Links	We encourage cross-curricular links, expecting high standards of literacy in our work. Strong links with Science and Maths enable children to apply skills learned in other areas of the curriculum to their work in Design and Technology.