## **Design & Technology at Church of the Ascension Primary School**

## What does D & T look like at Church of the Ascension?

At Church of the Ascension, children receive a design and technology curriculum which allows them to exercise their creativity through designing and making. The children are taught to combine their designing and making skills with knowledge and understanding in order to design and make a product. Skills are taught progressively to ensure that all children are able to learn and practice in order to develop as they move through the school. Evaluation is an integral part of

the design process and allows children to adapt and improve their product, this is a key skill which they need throughout their life. D&T allows children to apply the knowledge and skills learned in other subjects, particularly Maths, Science and Art.

Children's interests are captured through theme learning, ensuring that links are made in a cross curricular way, giving children motivation, and meaning for their learning. Children will learn basic cooking skills. *If I have a thousand ideas and only one turns out to be good, I am satisfied.* 

## Alfred Nobel

## **Examples of Learning**

Our whole curriculum is shaped by our school vision which aims to enable all children, regardless of background, ability, additional needs, to flourish to become the very best version of themselves they can possibly be. We teach the National Curriculum, supported by a clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children. All teaching of DT should follow the design, make and evaluate cycle. Each stage should be rooted in technical knowledge. The design process should be related to real life, relevant contexts to give meaning to learning. While making, children should be given choice and a range of tools to choose freely from. To evaluate, children should be able to evaluate their own products against a design criterion. Each of these steps should be rooted in technical knowledge and vocabulary. D&T is usually taught in in short blocks.

 It's like being a builder
 D & T is very interesting because we are able to make things that I get to make and use.
 I love to design things that I get to make and use.