

Design and Technology (DT) Overview for Reception and Key Stage 1

Our DT curriculum is designed to promote creativity, foster problem-solving skills, and ignite curiosity in young minds. Here's an overview of our DT approach, including the use of the Kapow scheme of work and our curriculum's 3I framework: Intent, Implementation, and Impact.

Intent

At our school we intend that children should master Design and Technology to such an extent that they can go on to their next school with a passion for creating, designing and an understanding the use of design and technology effectively in their everyday lives. Our children will be taught Design and Technology in a way that ensures progression of skills, and follows a sequence to build on previous learning. Our children will gain experience and skills of a wide range of formal elements of design and concepts of technology in a way that will enhance their learning opportunities, enabling them to use design and technology across a range of subjects to be creative and solve problems, ensuring they make progress.

At Galley Common, our DT curriculum is driven by a clear intent to:

Foster creativity: We aim to inspire children to think imaginatively and develop innovative solutions to real-world problems.

Develop practical skills: Through hands-on activities, children learn to handle tools, materials, and techniques safely and effectively.

Encourage curiosity: We want children to explore, question, and investigate the world around them, developing a lifelong love for learning.

Implementation

We follow a broad and balanced Design and Technology curriculum that builds on previous learning and provides both support and challenge for learners. We follow the National Curriculum outlining which has the three main stages of the design process highlighted; design, make and evaluate.

Each stage of the design process is underpinned by technical knowledge which encompasses the contextual, historical, and technical understanding required for each strand. Cooking and nutrition* has a separate section, with a focus on specific principles, skills and techniques in food, including where food comes from, diet and seasonality.

By using Kapow Primary's Design and technology scheme at Galley Common we have a clear progression of skills and knowledge within these strands and key areas across each year group.

It has an active framework that provides engaging and age-appropriate activities for young learners. Here is how we implement the DT curriculum in Reception and Key Stage 1:

Structured Units: Kapow offers structured units of work that cover various aspects of DT, including materials, structures, mechanisms, textiles, and food technology.

Hands-On Learning: Children engage in practical, hands-on activities that allow them to explore, design, make, and evaluate their creations.

Cross-Curricular Connections: DT projects often integrate elements of mathematics, science, art, and literacy, providing rich opportunities for interdisciplinary learning.

Impact

Our DT curriculum aims to have a lasting impact on our students by:

Developing critical thinking skills: Children learn to recognise problems, generate ideas, and evaluate solutions, preparing them for success in an ever-changing world.

Fostering collaboration and communication: Through the design projects and discussions, children develop teamwork and communication skills essential for working effectively with others.

Building confidence and resilience: Children gain confidence in their abilities as they tackle challenges, learn from mistakes, and persevere to achieve their goals.

Cultivating a sense of pride and achievement: Children take pride in their creations and develop a sense of accomplishment as they see their ideas come to life.

Inspiring future aspirations: By exposing children to a range of design and technology experiences, we aim to spark interests and passions.

Through our approach to DT education, we aim to inspire young learners to become creative thinkers, problem solvers, and innovators who are ready to embrace challenge.

At Galley Common Infant School the Design and Technology curriculum will contribute to children's personal development in creativity, independence, judgement and self-reflection.