



## Intent, Implementation and Impact in Design and Technology

Intent	Implementation	Impact
<p><i>At St. Laurence Junior Academy, design and technology aims to inspire children through a broad range of practical experiences to create innovative designs which solve real and relevant problems within a variety of different contexts.</i></p> <p><i>Children are encouraged to identify real and relevant problems, critically evaluate existing products and then take risks and innovate when designing and creating solutions to the problems.</i></p> <p><i>Children are given opportunities to reflect, evaluate and improve on prototypes using design criteria throughout to support this process.</i></p> <p><i>Children also evaluate key events and individuals who have helped shape the world, showing the real impact of design and technology on the wider environment and helping to inspire children to become the next generation of innovators.</i></p>	<p><i>Design and technology lessons are planned alongside the national curriculum. By the end of Key Stage 2, children are taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making.</i></p> <p><i>Children will complete at least 3 in-depth design and technology projects each year which link to their topic work where possible. One of these projects will be part of the 'cooking and nutrition' aspect of the DT curriculum.</i></p> <p><i>Through revisiting and consolidating skills, lesson plans and resources help children build on prior knowledge alongside introducing new skills, knowledge and challenge. Revision and introduction of key vocabulary is built into each lesson so that children are given opportunities to repeat and revise this knowledge.</i></p> <p><i>Teachers are provided with guides and accurate design and technology subject knowledge to allow the teacher and adults working in those lessons to feel confident and supported with the skills and knowledge that they are teaching.</i></p>	<p><i>The intent of our creative design and technology curriculum is that children will be inspired to develop a love of Design and Technology and see how it has helped shaped the ever-evolving technological world they live in.</i></p> <p><i>Children's completed projects will be evidenced in their DT folders and the final outcome may be put on display where possible.</i></p> <p><i>The learning environment across the school will be more consistent with design and technology technical vocabulary displayed, spoken and used by all learners.</i></p> <p><i>Whole-school and parental engagement will be improved through the use of design and technology-specific home learning tasks and opportunities suggested in lessons and overviews for wider learning.</i></p> <p><i>Children will be assessed three times a year using Target Tracker statements. This data is then used to track progress and attainment for each child and groups of children. It is also used to inform future planning.</i></p> <p><i>We want to ensure that Design and Technology is loved by teachers and pupils across school, therefore encouraging them to want to continue building on this wealth of skills and understanding, now and in the future.</i></p>

