



Design & Technology at The Ellis CE Primary School

Intent

- ☺ We believe that every child should have the chance to take part in Design and Technology activities throughout their time at The Ellis and we aim to provide regular opportunities for hands-on, inspiring, stimulating and practical activities.
- ☺ We aim to provide all children including those with SEND, with high quality teaching and learning opportunities which ensure progression of skills and follow on a sequence to build on previous learning.
- ☺ We aim to provide our children with the support and encouragement to learn how to think creatively and to solve problems both as individuals and as members of a team.
- ☺ We aim to encourage our children to use their creativity and imagination to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.
- ☺ At The Ellis CE Primary School, we aim to, wherever possible, link work to other disciplines such as mathematics, literacy, science, computing and art.

Implementation

Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in the designing, making and evaluating process.

When designing and making, the children are taught to:

Design

- 👤 Research others and develop their own ideas.
- 👤 Discuss these ideas with others.
- 👤 Plan and sketch these ideas.

Make

- 👤 use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing)
- 👤 Select from and use a wider range of materials and components, including construction materials, textiles and ingredients.

Evaluate

- 👤 investigate and analyse a range of existing products
- 👤 evaluate their own ideas ,considering the views of others to improve their work
- 👤 understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

- 👤 apply their understanding of how to strengthen and reinforce more complex structures
- 👤 understand and use mechanical systems in their products
- 👤 understand and use electrical systems in their products
- 👤 apply their understanding of computing to program, monitor and control their products.

Foundation Stage

Children are provided the opportunities to:

- 👤 Select and use activities and resources, with help when needed.
- 👤 Use large-muscle movements to paint and make marks.
- 👤 Choose the right resources to carry out their own plan.
- 👤 Use one-handed tools and equipment, for example, making snips in paper with scissors.
- 👤 Explore how things work.
- 👤 Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.
- 👤 Explore different materials freely, in order to develop their ideas about how to use them and what to make.
- 👤 Develop their own ideas and then decide which materials to use to express them.
- 👤 Create closed shapes with continuous lines, and begin to use these shapes to represent objects.
- 👤 Progress towards a more fluent style of moving, with developing control and grace.
- 👤 Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
- 👤 Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.
- 👤 Use a range of small tools, including scissors and paintbrushes.
- 👤 Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

- 👤 Share their creations, explaining the process they have used.



KS1

Children are provided with the opportunities to:

- 👤 Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- 👤 Generate, develop, model and communicate their ideas through talking, drawing, templates, and, where appropriate, information and communication technology
- 👤 Select from and use a range of tools and equipment to perform a practical task
- 👤 Select from and use a wide range of materials and components, including construction materials, textiles and ingredients.
- 👤 Explore and evaluate a range of existing products
- 👤 Evaluate their ideas and products against design criteria
- 👤 Build structures, exploring how they can be made stronger, stiffer and more stable
- 👤 Explore and use mechanisms in their products.
- 👤 use the basic principles of a healthy diet to prepare dishes

- 🍌 Understand where food comes from

KS2

Children are provided with the opportunities to:

- 🍌 Use research and develop design criteria to inform the design of innovation, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- 🍌 Generate, develop, model and communicate their ideas through discussions, annotated sketches, diagrams, prototypes, pattern pieces and computer aided design.
- 🍌 Select from and use a wide range of tools and equipment to perform practical tasks accurately
- 🍌 Select from and use a wide range of material and components , including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
- 🍌 Investigate and analyse a range of existing products
- 🍌 Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- 🍌 Understand how key events and individuals in design and technology have helped shape the world
- 🍌 Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- 🍌 Understand and use mechanical systems in their products
- 🍌 Understand and use electrical systems in their products
- 🍌 Apply their understanding of computing to programme, monitor and control their products
- 🍌 Understand and apply the principles of a healthy and varied diet

- 🍳 Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
- 🌱 Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed using a range of cooking techniques

Impact

- 👦 Children will show enthusiasm, passion and confidence in design and technology that they will then apply to other areas of the curriculum.
- 👦 Children will ultimately know more, remember more and understand more about Design and Technology, demonstrating this knowledge when using tools or skills in other areas of the curriculum and in opportunities out of school.
- 👦 As designers children will have developed skills and attributes that they can use beyond school and into adulthood.
- 👦 Children will have the vocabulary to be able to talk about the skills they have used and to describe their creations and models.
- 👦 Progress will be evident through work books, photos and children's voice.

