



Teaching Design Technology (DT) Plan of Implementation

Design and Technology is taught through meaningful lessons in which children are taught through the three phrases of designing, making, and evaluating their own products.

Each year group focuses on 2 topics throughout the school year and each topic will focus on separate sets of skills.

As children progress through the school, they are presented with opportunities to develop these skills, as similar topics are revisited and built upon. We follow Projects on a Page scheme of work, which allows the teachers to be creative with their lessons, whilst still ensuring all aspects of the national curriculum are covered.

D&T is taught via a blocked approach across the year. When it is D&T's time to be taught on the schedule classes will have up to 3 hours a week for a set number of weeks to complete a project. At least one of these sessions is typically taught by a PPA cover teacher. The teaching over a week is to allow flexibility to produce high quality design products. Over the year classes will cover a larger topic – which will take more time to produce and a smaller topic, typically food technology.

When scheduled, each DT lesson is for the minimum of an hour weekly sometimes longer to facilitate design and make tasks. The time dedicated to D&T ensures that each topic can be delivered to a high standard and children can create important and useful products.

Resources are plentiful and allow children to be creative when designing and making their products. During D&T lessons, many cross curricular links are observed. Math links are easy to come across during any D&T lesson; children are continuously measuring during the 'design' and 'make' phases of lessons.

During cooking topics, children are measuring out ingredients as well as calculating the quantities of different recipes.

Instructions are often created as part of the 'design' phase, which is a direct link to English.