

Design Technology at Emersons Green Primary

Our designer and engineers will receive a design and technology curriculum which allows them to exercise their creativity through designing and making.

Children are taught to combine their designing and making skills with knowledge and understanding in order to design and make products. Skills are taught progressively to ensure that all children are able to learn and practice as they move through the school. Evaluation is an integral part of the design process and allows children to adapt and improve their product, skills that are required throughout life.

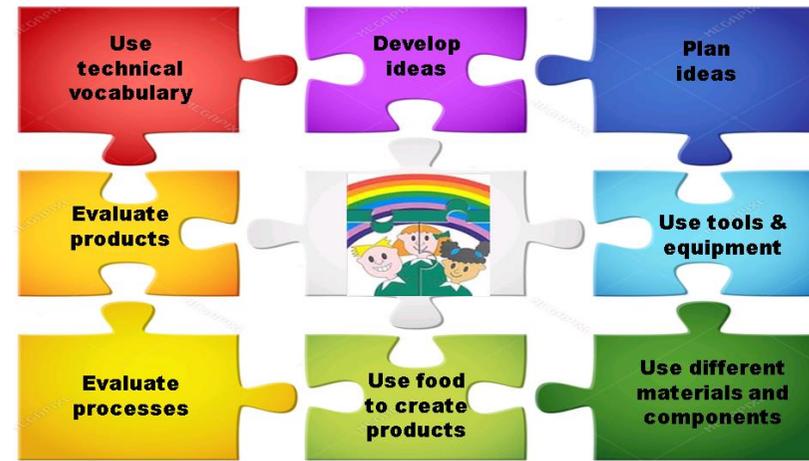


Big Ideas

- DT knowledge and skills explicitly planned in each lesson.
- Home learning linked to the learning in class allowing for children to expand on and follow up on aspects that have inspired them



Content and Sequencing



Communication:

- Discussions and idea sharing/exploring, predicting/hypothesising.
- Key vocabulary is programmed into communication devices
- Makaton for key vocab is learnt and used by adults supporting individuals
- Key vocabulary built into every lesson and displayed in classrooms.



Accessibility:

- Our curriculum is fully inclusive and our highly skilled staff support all children in accessing the National Curriculum Programmes of Study.
- Structured questions, sentence stems and practical learning is use to support.
- Pre-teaching of technical vocabulary.
- Additional SEND specific provision may include: audio descriptions, tactile examples, adapted tools/hand over technique, different scaled models, use of all senses,



Diversity:

We value diversity in DT through the study of a range of designers and engineers; Steve Jobs, Marie Curie, Patricia Bath, Garrett Morgan.

We aim to inspire our designers and engineers through the work of male/female/black/white/able bodied/disabled inventors and engineers from across the world. Showing that anyone can achieve



Links with English and Maths:

- Presentations/pitches of products
- Reports and recount writing.

Cultural Capital & Personal Development:

- Visits to universities/science and industry museum
- Visits from STEM project leaders – Aerospace/Rolls Royce
- Make a working model
- Pick wild fruit and use to cook with

