

St. Chad's Catholic Primary School

DT Overview

The intent of DT at St. Chad's

For Design and Technology, the focus is in developing knowledge, understanding and skills in order to design and make high quality products for a wide range of uses. Through cooking and nutrition, children will understand and apply the principles of nutrition and learn how to cook a range of products.

Presentation

- Date to be written top left.
- LO on the next line on the left.
- Date and LO to be underlined with a pencil and ruler in KS2
- PP (perfect presentation) on the next line on the left.

Lessons are taught in blocks on a half termly basis alternating between Art and DT.

Units of DT Learning

- Unit marker to be stuck in books at the start of the unit.
- Know More sheet to be stuck in after the unit marker.
 - Know more sheet to be completed after every lesson so that the children can record what they have learnt.
- End Of unit quiz to be completed at the end of every unit and follow up lesson after the quiz to address any misconceptions.

Weekly DT

- One lesson to be carried out each week following the Plan Bee resources to support the delivery of the DT Curriculum.
 - Date and LO
 - e.g. Monday 27th November
 - LO: To design a balanced healthy pizza.
 - PP Perfect Presentation
 A DT vocabulary word related to the lesson
 - Main teaching and learning with adaptive teaching



<u>Assessment</u>

- **Formative assessment** throughout lessons and through daily marking adaptations need to be made following daily marking to ensure the children's gaps are closed.
- Choose 3 books at the start of the year, 1 top, 1 middle and 1 lower and ensure one of these is a PP child. (If not a fourth child will need to be picked) and these will be your **focus** children.
- Make predictions about their end of year expectations based on the previous year's summative assessments.
- Summative assessment through end of unit quizzes.
- Collect evidence around the focus children at the end of each unit to assess whether they are on track to meet their end of year predictions.
- If the children are not on track adaptations need to be made to the next unit to ensure gaps are filled.

Marking

- Self-mark, where appropriate
- Staff to check work and light-touch mark
- Positive comments, Dojo points, stickers, etc to be regularly used to praise and motivate
- Clarity question to be used when necessary

Spelling

- The focus is on the specific subject being taught. However, some spellings need to be corrected, e.g. high frequency words, subject specific spellings, etc.
- There should be no more than three spellings for a child to correct.
- Child to correct an underlined spelling or rewrite a corrected spelling three times.

Marking codes

Symbol	Details
1	Independent
S	Supported
PW	Paired Work
Signature	Work initialled by teaching assistant or supply
VF	Verbal feedback
Sp	Incorrect spelling
Р	Missing/inaccurate punctuation
DP	Dojo Point



National Curriculum references

Design and technology - key stages 1 and 2

Subject content

Key stage 1

When designing and making, pupils should be taught to:

Design

- 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, mock-ups and, where appropriate, information and communication technology

Make

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Technical knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Key stage 2



When designing and making, pupils should be taught to:

Design

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- 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

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- apply their understanding of computing to program, monitor and control their products.

Cooking and nutrition

Pupils should be taught to:

Key stage 1

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from.

Key stage 2

- 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.