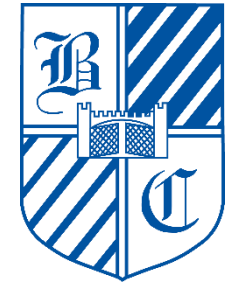


DT at Butlers Court

Our Butlers Court family nurtures kind, resilient, ambitious and curious children. Our caring environment supports well-being and self-belief, encouraging everyone to flourish. Through a wide range of experiences and opportunities, every child has the chance to shine, developing a love of learning and prepared for the ever-changing world and a future of possibilities.



Curriculum Intent

We offer all children a broad and exciting curriculum that inspires creativity, builds strong subject knowledge, and makes learning enjoyable and meaningful.

We nurture curiosity and develop essential skills such as problem-solving, communication, and independent thinking through engaging and memorable experiences.

We value every child's voice, encouraging them to express their opinions and take an active role in school life.

Our Values

Resilience

Honesty

Responsibility

Respect

Tolerance

Honesty

Curriculum Intent – We aim to ...

At Butlers Court we aim to instil a sense of enjoyment and curiosity around the rigorous process of analysing, designing, making and evaluating in the subject area of Design and Technology. We aim to inspire pupils to develop their creativity and to develop pupil's appreciation of the opportunities technology offers to create, manage, organise and collaborate. Through our curriculum we intend for pupils to solve real and relevant problems in preparation for an ever-changing world. Within this subject area, pupils will become more confident and skilled in using the range of tools and materials available to them. Children are encouraged to make links with other curriculum areas such as Science, English, Maths and Art.

Curriculum Implementation – How we achieve this...

In line with the National Curriculum, we aim to provide opportunities for our children to design and make products that solve real and relevant problems within a variety of contexts, considering their own and other's needs, wants and values. We aim for them to acquire a broad range of subject knowledge and draw on disciplines such as maths, science, engineering, computing and art. Through the evaluation of past and present design and technology, we aim to develop a critical understanding of how high-quality design and technology makes an essential contribution to the creativity, culture, wealth and well-being of the nation. We follow the Plan Bee scheme of work from Year 1 to Year 6. DT lessons are delivered through 2 full drop days per term thus giving the children continuity through their design, make and evaluate process.

Curriculum Design

We have three strands which run throughout: design, make and evaluate. Our curriculum allows children to build upon their prior learning and skills to give them a secure understanding of the design and making process. A range of opportunities are provided to enable all pupils to communicate their knowledge and understanding of the subject. Links are made within and across units to support pupils in making connections. As the children progress through the school they are encouraged to understand and apply the principles of nutrition and learn the required skills to know how to cook.

Assessment

Staff continually assess pupils throughout each part of the project and will support pupils where needed. We assess pupil's ability to apply their knowledge with a final assessment piece at the end of each project. The end of unit evaluation provides an opportunity for the children to reflect and for staff to assess their level of understanding. The impact of our Design and Technology curriculum is measured in a variety of ways: questioning during lesson time, listening to child-led discussion, marking children's work, pupil voice and book looks.

Vocabulary

Knowledge organisers provide key vocabulary which is referred and defined throughout the project. As part of progression throughout the school, key vocabulary is revisited and built upon to ensure it is embedded and part of long-term memory.

Revisiting

Within our D&T curriculum levels of repetition ensure that children build on previous skills, knowledge and vocabulary to enable them to progress with increasing confidence and independence.

Key areas of design and technology

- Design
- Make
- Evaluate
- Technical Knowledge

Delivered through:

- Cooking and nutrition
- Mechanisms
- Structures
- Textiles
- KS2 – Electrical Systems

Curriculum Impact

- Pupils show an enjoyment and curiosity for Design Technology.
- Pupils will have a clear understanding of the design process.
- Pupils are able to generate ideas and use these to create designs that leads to products.
- Pupils talk with increasing confidence about their learning in DT using technical vocabulary.
- Pupils produce high quality work that fits the design brief.
- Pupils can solve problems in a resilient manner.
- Pupils will acquire the skills to work independently or collaboratively.
- Pupils have acquired the skills needed to perform everyday tasks confidently and to participate successfully in an ever-changing world.