Leechpool Primary School Design Technology

Intent	Implementation	Impact
 At Leechpool Primary School, it is our intent to give the children the skills, knowledge and understanding to face life after primary school. We encourage them to use their creativity to design and make products that solve real and relevant problems in a variety of contexts, thinking about their needs and the needs of others. We aim, where possible, to link work with other subjects such as mathematics, Science and Art. Children will be exposed to a wide range of media including textiles, food and woodwork. Through this, the children will develop their skills, vocabulary and resilience. 	 Where possible, DT is taught through a range of real life contexts where children are taught the knowledge and skills needed to engage in the process of designing and making. These lessons are, where possible, linked to other STEM subjects such as Science and Mathematics. Each phase within the school focuses on the skills of textiles, food, structures and materials following the Leechpool Skills Ladder. As the children progress through the school, they are presented with opportunities to develop these skills, as similar topics are revisited and built upon. Each lesson builds on the previous and the children's skills are improved upon throughout each topic. It is clear to see the progression of skills throughout the school through the range and quality of work produced by each year group. The subject leader monitors the impact of our provision through regular monitoring that includes book looks, photographic evidence and listening to the voice of our pupils. 	The intended impact of the DT curriculum for Leechpool Primary School is that the majority of children in each year group are working at or above the expected level for their age. At the end of each unit, the teachers will carry out an assessment linked to the skills covered and this will be handed up to the next teacher. In addition to this, the intended impact is children: • who will have a clear enjoyment and confidence in design and technology that they will then apply to other areas of the curriculum • be inspired by the DT curriculum and want to learn more • can discuss their learning and remember what they have learnt • that can use the skills and attributes learned beyond school and into the future