



Design & Technology

How are Children Taught?

At Kentmere Academy and Nursery, our Design and Technology (D&T) lessons follow and cover all aspects of the National Curriculum, utilising the 'Projects on a Page' and 'KAPOW' national schemes of work (which are both endorsed by the Design and Technology Association). Each half term, there is one D&T project, covering a particular aspect: Mechanisms, Structures, Food, Textiles or *Electrical systems (KS2 only)*.

Every D&T lesson throughout the school has been carefully mapped out by the Senior Leadership Team and the D&T subject leader to ensure that all learning is sequential and progressive; this also includes creating a detailed week-by-week document that maps out the skills and knowledge for each D&T lesson across the school.

D&T is taught in an active, practical and kinesthetic way, through the topic, allowing children to become fully immersed in their learning. For example, in EYFS, during the topic of 'Our Wonderful World', children make a fruit kebab; in year 1/2 during the topic of 'Moon Zoom', children make a Moon buggy; in year 3/4, during the topic of 'Gods and Mortals', children make Greek-inspired, fabric headwear and in year 5/6, during the topic of 'Scream Machine', children make a motorised Ferris wheel.

During D&T lessons, technical skills are carefully demonstrated and modelled first, then with encouragement, scaffolds and peer-collaboration, children can subsequently explore and practice this themselves. We teach children to work collaboratively, use trial and error and then reflect on those experiences; focusing on the process of the project, as well as the finished product.

In order to further support the development of the long-term memory, D&T is taught on a two-week timetable and we also revisit, revise and quiz prior learning at the start of every D&T lesson, in order to support this and encourage 'sticky learning'.