



Bowling Park Primary School

Learning Together, Achieving Together



Design and Technology

DT Vision and Design

Vision	<p style="text-align: center;">Responsible</p>	<p style="text-align: center;">Confident</p>	<p style="text-align: center;">Successful</p>
	<p>We want our children to be responsible during DT lessons individually and as a team. During DT lessons, children will develop the skills needed to be able to use tools safely. DT lessons highlight health and safety in all lessons. These skills, along with resilience, help them to build safe models and to see how safety plays a central role in the design process.</p>	<p>We want our children to be confident individuals by:</p> <ul style="list-style-type: none"> - Expressing their own opinions to others through what they create in DT - Seeing themselves as designers and engineers with an understanding of the subject and a sense of purpose. - Having the vocabulary, sense of belonging and range of experiences needed to access the same opportunities as their peers. 	<p>We want our children to experience success at Bowling Park and beyond by:</p> <ul style="list-style-type: none"> - Being able to produce purposeful outcomes. - Being able to confidently take part in conversations with their peers and others. - Being ready to take on the world in 21st century Britain in our increasingly technological community.
Design	<p style="text-align: center;">Igniting our curiosity</p>	<p style="text-align: center;">Connecting our experiences</p>	<p style="text-align: center;">Empowering our learning</p>
	<p>Nurtures our interests, talents, individuality and independence. Gives us the freedom to explore, investigate and create our own models and designs.</p>	<p>Connects our ideas through conversation, questioning and challenge. We will make connections between prototypes, designs and previously learnt skills to inform their future work. This maybe hands on practical activities, visits, visitors, experimenting, teamwork and discussions.</p>	<p>Gives us a sense of pride in what we are doing and makes us consider how these skills could help us secure jobs. Inspires us to take risks, stay safe, make mistakes, solve problems and be resilient. Guides us towards a purposeful outcome that is relevant to our lives.</p>

DT: Characteristics

Characteristics required to be successful in DT include:

- Having a 'can do' attitude and approach towards learning
- Being resilient
- Ability to plan verbally or in written form
- Being open to new ideas
- Problem solving skills
- The ability to explore media and materials
- The ability to communicate fluently in visual and tactile form
- An impressive knowledge and understanding of other designers and engineers
- The ability to reflect on, analyse and critically evaluate their own work and that of others
- A passion for and a commitment to DT
- The ability to think and act creatively
- The ability to reflect on, analyse and critically evaluate their own work and that of others.

Our journey could lead your child to..

What jobs could we do as Designers and Engineers?

Jobs in Design Technology could include; set designer, fashion designer, chef, website designer, sound engineer, graphic designer, interior designer, industrial designer, video game designer, art director or civil engineer.

Stella McCartney (London UK) a famous fashion designer.



Christopher Bailey a British fashion designer from Halifax who worked for Burberry.



Gino D'Acampo a famous Italian chef.



Naveed Khan owns Enkahnz in Bradford.



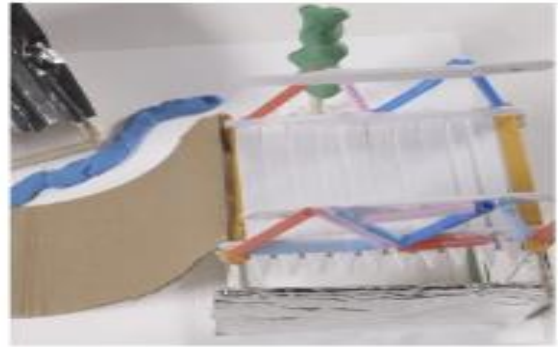
DT: Road map



EYFS



Year 1



Year 6



Year 2

Year 5



Year 4



Year 3



DT: Progression

	Cooking and nutrition	Mechanisms	Structures	Textiles	Electrical systems	Digital world
Aside from Electrical systems and Digital world, which are taught in KS2 only, each of these acts as the focus for a unit within each year group						
EYFS (Reception)	Soup		Boats Junk modelling	Bookmarks		
Year 1	Smoothies	Moving storybook Wheels and axles	Windmills	Puppets		
Year 2	Balanced diet	Moving monsters Ferris wheels	Baby bear's chair	Pouches		
Year 3	Eating seasonally	Pneumatic toys	Castles	Cross stitch and appliqué	Electric poster	Electronic charm
Year 4	Adapting a recipe	Slingshot cars	Pavilions	Fastenings	Torches	Mindful moments timer
Year 5	Developing a recipe	Pop-up books	Bridges	Stuffed toys	Doodlers	Monitoring devices
Year 6	Come dine with me	Automata toys	Playgrounds	Waistcoats	Steady hand games	Navigating the world

Example of Outcomes in D.T

