Rednal Hill Infant School Approach to Design and Technology

Intent

At Rednal Hill Infant School, our Design and Technology curriculum inspires creativity and imagination. It provides children the opportunity to develop practical skills to make their own designs come to life. Pupils follow purposeful design briefs, taking inspiration from the wider world and applying subject knowledge to design and make purposeful products. Throughout DT units, children learn to solve problems whilst understanding how design impacts daily life.

Implementation

- Curriculum Design: Design and Technology is taught through units of work, approximately every other half term. Units are sequenced so that children build both disciplinary and substantive knowledge, ensuring that what children make is fit for purpose and meets the design brief. D&T follows a clear Design–Make–Evaluate process across each year group, ensuring progression in knowledge and skills. Units of work cover the National Curriculum through purposeful and sequenced units, which include links to wider enquiries.
- In the EYFS: Learning is delivered through the Development Matters specific area of Expressive Arts and Design. Children are exposed to carefully planned experiences, direct teaching and the opportunity to explore in a creative continuous provision.
- In KS1: Units are built between Year 1 and Year 2 to ensure progression across the school, enabling children to build on skills previously leant. Units embed D&T within meaningful and purposeful contexts.
- Approach: Each unit develops designing, making and evaluating skills through modelling, practising and reflection.

Assessment

- Children are assessed continually through lessons and across units of work in line with our Assessment for Learning bands.
- Pupil Book Studies are planned and used to assess the knowledge and skills that children have acquired.
- Evidence from Pupil Book Studies (Alex Bedford) and D&T Enquiry Book Looks are used to assess understanding and progress.

Impact

- Children can think like designers, taking inspiration to develop ideas.
- Children can demonstrate practical skills to make a product for a purpose.
- Children can evaluate their products against a design brief and identify improvements.
- Children are enthused to discuss what they have learned in their Design and Technology lessons.

Inclusion

- Design & Technology at Rednal Hill Infant School is fully inclusive: every learner is encouraged to engage in meaningful design, make and evaluate tasks. Support strategies such as scaffolding, scribing, simplified language, step-by-step visual modelling and mixed ability groups ensure that pupils with varied starting points work confidently.