

We have worked as a school to separate the Design and Technology Milestones into specific year groups to ensure that all topics within the Design and Technology Curriculum are taught wherever possible. In the EYFS, DT and the gaining of practical skills runs through the whole curriculum and is child led.

The units in DT are detailed in the Milestones and include the following themes:

- To master practical skills in: food and nutrition, materials, mechanisms, structures, electronics and computing
- To design, make, evaluate and improve (using the *think, make, break, repeat* cycle).
- To take inspiration from designs throughout history

When a unit is being carried out, pupils' work is kept in individual scrapbooks. This should include work towards the research, planning, drawing, annotations, evaluations and photos. These scrapbooks are monitored termly.

Impact

Design and Technology is planned to demonstrate clear progression using *Chris Quigley's Milestones*. All pupils are motivated and inspired in order to raise standards, through purposeful activities.

As learning is a change to long term memory, it is difficult to see progress in the short term. However, we look at lessons taking place to determine whether they are appropriate and related to our goals. We use comparative judgement through POP tasks (progress tasks) and in comparing children's work over time. We use lesson observations termly, to see if the pedagogical style matches our expectations.

Children are provided with opportunities to develop confidence and competence in solving practical problems, using a wide variety of materials and methods. When looking at designs throughout history, pupils are provided with learning opportunities to understand and use new vocabulary. Pupils understand that Design and Technology is different from Art as the products designed are always purposeful ie. for someone to use.