The Vine Schools: Design and Technology Curriculum Intent, Implementation, and Impact Statement

Intent (Why do we teach what we teach?)

Our D&T curriculum is designed to enable learners to:

- Use creativity and imagination to design and make products that solve real and relevant problems, considering their own and others' needs, wants, and values.
- Gain a broad range of subject knowledge, drawing on disciplines such as mathematics, science, engineering, computing, and art.
- Learn to take risks, becoming resourceful, innovative, enterprising, and capable citizens.
- Critically evaluate past and present design and technology, understanding its impact on daily life and the wider world.
- Recognise that high-quality D&T education makes an essential contribution to the creativity, culture, wealth, and well-being of the nation.

At The Vine Schools, we foster a love for Design and Technology by making learning fun and engaging. We aim to nurture confident, imaginative designers who take risks, draft design concepts, build models, and test them. We provide opportunities that develop the talents and interests of our pupils while encouraging reflection on their own and others' designs.

Implementation (How do we teach it?)

Our D&T curriculum follows the National Curriculum objectives for EYFS, Key Stage 1, and Key Stage 2, ensuring pupils meet end-of-key-stage attainment targets. We aim to make this knowledge come alive through engaging, hands-on lessons.

As part of the Kapow Primary Design Technology scheme, each unit consists of five to six lessons, alternating with Art over the three terms. In each unit, children are taught the three key stages of the design process: design, make, and evaluate. These stages are supported by technical knowledge, including contextual, historical, and technical understanding. Lessons also include computer-based and inventive tasks.

Children revisit six key areas throughout primary school:

- Cooking and Nutrition (including skills, techniques, diet, seasonality, and food origins)
- Textiles
- Mechanisms
- Structures
- Electrical Systems (KS2 only)
- **Digital World** (KS2 only)

Lessons typically take place in classrooms, with children's work documented in D&T books. Kapow Primary provides CPD training videos and subject-specialist webinars to support staff. Both summative and formative assessments are used, with a tracking grid to monitor progress.

We aim to:

- Promote a positive mindset towards Design Technology among teachers, parents, and pupils.
- Reinforce D&T vocabulary throughout all key stages.
- Encourage confidence in testing and remodelling using various design concepts and construction kits.
- Ensure every lesson has a practical element.
- Provide inclusive, differentiated instruction tailored to each child's needs.
- Allow children to work independently, in pairs, small groups, or as a whole class.
- Foster respect and open-mindedness towards all design styles and genres.
- Ensure most pupils progress at the same pace.
- Support all children in producing design work they are proud of, while exploring and recording their ideas.
- Display children's work around the school.
- Build proficiency in design concepts, testing, building, model-making, cooking, and problem-solving.
- Ensure both staff and children feel confident using subject-specific language to analyse and evaluate design work.
- Teach children about great designers and the historical development of design styles.

Impact (What has been the impact, and how do we know?)

The impact of the D&T curriculum at The Vine Schools is evident in the children's engagement and enjoyment of the subject, regularly monitored through pupil voice and feedback forms. Staff feedback on curriculum content helps identify areas of success and areas for improvement.

When children leave The Vine Schools, they will carry a love for Design and Technology, a deep appreciation of the creative world, and a range of skills to help them succeed in the next stage of their education and beyond.