The Magdalen Church of England / Methodist Primary School, Wainfleet

DT Rationale

Retention of powerful knowledge and vocabulary

The Design and Technology curriculum at Magdalen inspires all pupils to succeed and excel in all areas of design, modelling and making. It provides opportunities for pupils to become confident and express themselves through building or cooking something. By giving pupils the opportunities to create detailed models helps children to be expressive about their feelings and creative in other ways.

Application of powerful knowledge and vocabulary

Discussions and evaluations help to develop design and technology vocabulary and knowledge of why it is important. It helps the children to improve their own learning and develop construction and cookery skills. It also helps children's fine motor skills. It is important for children to know about materials that we use and techniques that will be taught. Children will understand knowledge, which will interlink with Art, History and Geography.

Inspiration

while trying hard each and every day to trust other people around us through humility and service.

Working together in school and showing children how to build, construct, make and sculpt provides the children with inspiration and creativity. Children will also learn Famous artists will be studied, alongside techniques that artists used to create pieces of art. Artwork will be

Always building friendships with one another, whilst being thankful for what we have.

Success for Everyone

while trying hard each and every day to trust other people around us through humility and service.

We believe that through using creative art, making, designing and sculpting children will be stimulated and through working together encouraging skills and positive attitudes to give children a good grounding, which will help boost success in all areas of learning. Cooking skills are also an important life skill for later life.

The Impact of our Design and Technology curriculum:

- Develop pupil's competence to excel in a broad range of design and making skills.
- Engage pupils in building activities.
- Enable pupils to lead creative lives.
- Stimulate and maintain pupil's enjoyment in Design and Technology.
- Enable pupils to be familiar with a body of knowledge, principles and vocabulary to relate to Design and Technology.