Design and Technology Non-Negotiables

General

1. Design and Technology will be taught for between 1 and 1½ full days once every half term.
2. Kapow will be used to plan and deliver Design and Technology lessons.
3. Children will record their learning in their Design and Technology sketchbook.
4. Teachers complete their own Design and Technology sketchbook alongside the children.

Structure of the Curriculum

5. The overall structure of lessons will follow Kapow: research, design, make and evaluate.
6. The process should be flexible, allowing children to return to previous stages once they have evaluated their work.
7. Units of learning don't necessarily have to finish with a final product.
8. Units of learning will begin with an enquiry question.
9. Teachers must make sure that every unit refers to a real-life context for the learning a real-world professional who is working in that field.
10. Once a year a professional linked to one of the projects will visit the school.

Presentation of Design and Technology Sketchbooks

11. For every unit, sketchbooks will contain in order:
    a. Knowledge Organiser
    b. Key Skills, Key Knowledge and Key Vocabulary taken from the Kapow website.
    c. Learning Objective – for each lesson.
    d. A record of the learning.
12. Worksheets are available but, where possible, children write or draw or design directly into their sketchbook, using the sheets as guides.
13. Children must use a pencil for drawing in their sketchbooks, and pen or pencil for writing.
14. Units of learning must conclude with the quiz questions.

Assessment

15. Teachers must complete the assessment grids for each lesson.
16. Teachers must use verbal feedback throughout the learning process.