



## Goldsmith Primary Academy: Approach To Design Technology

### Intent

At Goldsmith Primary Academy, our Design and Technology curriculum inspires curiosity, creativity and real-world problem-solving. Pupils apply subject knowledge and practical skills to design and make purposeful products. Using real-life design briefs, pupils think like engineers, architects and graphic designers, building resilience and resourcefulness while understanding how design impacts daily life.

#### Implementation

- **Curriculum Design:** DT follows a clear Design–Make–Evaluate process across all year groups, ensuring progression in knowledge and skills.
- **EYFS:** Learning is delivered through Expressive Arts and Design, with thematic exploration, direct teaching and creative continuous provision.
- **KS1 & KS2:** DT is taught on rotation through theme lessons, integrated into the WAT ASPIRE curriculum. Units such as Winter Toy Shop, Historical Detectives and What a Wonderful World embed DT within meaningful contexts.
- **Approach:** Each unit develops designing, making and evaluating skills through modelling, practising and reflection. Real-life role models and industry links promote aspiration and relevance.
- **Inclusion:** Adaptations are made for accessibility through scaffolded activities and use of digital tools like iPads to record or research designs.

#### Impact

- Pupils develop confidence in the design process, articulating decisions and improvements using technical vocabulary.
- Evidence of learning is captured in Class Journals, photographs and videos.
- Pupils use ASPIRE values to self-quiz, give feedback and evaluate their own and others' designs.
- **Pupil Voice:**  
"DT helps me use my imagination and make things that work."

#### Assessment

- Teachers use ongoing AfL and feedforward during lessons.
- The Knowledge Performance Indicator ensures assessment consistency across year groups.
- Evidence from Class Journals and pupil voice shows understanding and progress.
- Gaps identified are addressed through Smart Starts, morning work or home learning research.

### Subject Knowledge, Skills and Vocabulary

Our DT curriculum develops creativity, practical competence and critical thinking. Pupils learn to:

- Design – generate, develop and communicate ideas for a purpose and audience.
  - Make – select and use tools, materials and components effectively.
  - Evaluate – analyse and refine their own work and the work of others.
- Technical knowledge – apply mechanical, electrical and structural understanding.
- Vocabulary and reflection – use precise terminology to explain ideas and improvements.

Progression from EYFS to Year 6 ensures pupils become confident, innovative designers who combine creativity with problem-solving to make meaningful products.



## Goldsmith Primary Academy: Approach To Design & Technology

### Inclusion

Design & Technology at Goldsmith is fully inclusive: every learner engages in meaningful design, make and evaluate tasks. Supports such as differentiated tool-harnessing, step-by-step visual modelling and collaborative teams ensure pupils with varied starting points work confidently. The curriculum fosters resilience, independence and practical competence so all children achieve the ambitious design outcomes regardless of need.