

Curriculum Intent

Everyone at Brookland Infant and Nursery School recognises that our curriculum has to be broad and balanced, offer children opportunities to grow and make progress from whatever their starting points may be. We believe that childhood should be a happy and investigative time, where curiosity and a thirst for new experiences and knowledge is nurtured. We want our children to develop the necessary skills, knowledge and understanding to think and act in ways that will enable them to engage in the culture in which they live and to understand and appreciate the cultures of others. We believe that learning should be memorable, hands on, active and challenging. We also want to develop children's specific subject knowledge, understanding and skills. We want all our children to become confident and successful lifelong learners.

Our curriculum is based upon 4 main principles:

Creative:

- Inclusive, exciting and engaging.
- Stimulates creative thinking and problem solving.
- Develops effective communication skills.
- Discovers, nurtures and celebrates children's talents.

Ambitious:

- Ensures children seek out and enjoy challenges.
- Teaches resilience and the ability to persevere.
- Promotes independence and motivation.
- Develops the ability to self-reflect and know how to move forward.
- Fosters enthusiasm and a love of learning.

Curious:

- Encourages questions to be asked to extend thinking.
- Enables ideas and experiences to be connected to help make sense of the world we live in.
- Supports British Values and our School Values.
- · Practical, memorable and fun.

Healthy:

- Encourages a mentally and physically healthy lifestyle.
- Nurtures and supports social and emotional development.
- Encourages collaboration with others.

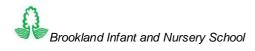
Design Technology (D&T) Intent

In Brookland Infant and Nursery School our Design Technology (D&T) curriculum is designed to be a rich, broad and ambitious clearly planned and sequenced curriculum. D&T is a way for our children to use their imagination and creativity, testing their own ideas to gain self-confidence and build upon and apply their developing knowledge and skills. Children are given opportunities to test their ideas and products and the work of others, evaluate it and apply elements to their own designs.

D&T is taught with the aim that all children are provided with experiences that allow them to explore, design and create products that solve real and relevant problems through 'hands on' experiences.

Children will begin to understand and apply the principles of nutrition and develop their understanding of healthy eating. As a part of this they will be provided with cooking experiences and will explore where food comes from.

Through the provision of these experiences, we encourage children to become independent, creative problem solvers and thinkers both as individuals and when working as part of a team. We also aim to develop their creative, technical and practical expertise to support them in being able to participate successfully in an increasingly technological world, through the use of iPad, laptops and programmable toys to name but a few.



D&T Implementation

At Brookland Infant & Nursery School D&T is taught so that it brings learning to life through creativity and design. We value children making decisions and learning through practical experiences and creating things they can touch, see and taste!

In EYFS, children access activities that are D & T linked on regular basis as set out in the EYFS Statutory Framework supported by Development Matters 2021. In the EYFS, D&T is developed through continuous provision. D&T is accessible in all areas within the classroom, both inside and outside, where the children thrive by carrying out challenges set by the teacher. Depending on the children's engagement and learning, the teacher will either revisit the challenge or move the children's learning forward by setting a new challenge. We encourage the children to participate in the activities, we encourage determination to try a new challenge and also support and inspire the children to think individually and have their own idea's focussing on the process not the end product. In EYFS we encourage parents to support the children's learning as much as possible by inviting parents in to lead workshops and to help with activities such as cooking. In the EYFS you will see evidence of the children's D&T in their special books, this may be in the form of a photo if it is a 3D piece or if the child has taken the original home.

In KS1, D&T is taught through clearly planned lessons that are sequenced to ensure that the D&T skills are met. Units of work are spread across KS1 to ensure full coverage of the national curriculum. Teachers plan collaboratively using the D&T progression of skills to inform medium term plans and ensure that the D&T curriculum requirements are covered across all year groups. This also ensures that across Years 1 and 2, children are able to use and build upon D&T skills in a variety of contexts linked to their Topics. The children build and apply their developing knowledge, understanding and skills in order to design and make high-quality models and products using a variety of materials. Children are encouraged to learn to think and intervene creatively to solve problems both as individuals and as members of a team. KS1 teachers produce half termly overviews that are shared with parents and carers, this helps with pre-teaching as well as keeping parents updated with the key skills that their children will be building upon.

D&T Impact

In D&T our children have a good understanding of the process of designing, making and evaluating. Through careful planning and the use of the progression of skills and key vocabulary grids, children are able to talk through each stage with increased confidence as they move through the EYFS to the end of KS1.

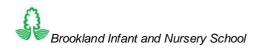
In D&T, our children will:

Creative Learners: How the children express themselves

- Design and make purposeful products based on the design criteria.
- Select and use a range of tools and equipment.
- Confidently communicate their ideas in a variety of ways, for example, by talking, drawing or through IT.

Ambitious Learners: How the children demonstrate positive learning behaviours

- Have the opportunity to ask questions and take part in various projects.
- Be resilient and persevere.



- Reflect on their learning and evaluate what they have made.
- Challenge themselves and solve problems.

Curious Learners: What the children learn and how it links to their understanding of their place in the world

- Explore a wide range or tools, processes and hands-on experiences e.g. scissors, glue, needles, staplers etc.
- Recall prior learning and apply it to new creative and practical activities.
- Start each new year of learning with the necessary skills and knowledge to build upon through a variety of different experiences.

Healthy Learners: How the children ensure they are ready to learn

- In EYFS, children are encouraged to explore their learning environment independently and develop their confidence to use of a variety of tools and materials.
- Learn about the basic principles of a healthy and varied diet.
- Understand where food comes from.
- Know about the importance of hygiene when preparing food.
- Be proud of their work and this is seen through high quality displays around the school.

If you were to walk into a Design Technology lesson at Brookland Infant and Nursery School you would see:

- Children exploring their learning environment and having access to a variety of tools and materials (EYFS).
- Children who are excited about their learning, who are keen to learn and have a passion for constructing, building and creating.
- Children creating and thinking critically to make, build and evaluate their own work.
- Staff questioning the children to think at a deeper level, embedding construction and problem-solving skills.
- Children who are proud of what they have created and confident to talk about the different aspects of their work.
- Teachers demonstrating secure subject knowledge and providing interactive activities that are inclusive of all needs.