



Design and Technology (DT) at Archbishop Cranmer C of E Primary Academy

Values and Drivers

At Archbishop Cranmer, we inspire pupils to become creative, innovative and confident problem-solvers who design purposeful products for real users. Through designing, making and evaluating, children develop resilience, technical understanding and practical skills whilst learning to take creative risks and refine their ideas. Our curriculum encourages pupils to think critically about how Design and Technology shapes everyday life and prepares them to contribute positively to an increasingly technological world. Through our Christian vision of '*life in all its fullness*', we nurture resourceful learners who use creativity, collaboration and perseverance to solve meaningful problems.

Curriculum Content and Sequencing

Our Design and Technology curriculum is delivered through the Kapow Primary scheme of work, providing a carefully sequenced spiral curriculum from EYFS to Year 6. Learning is organised through six key areas: Structures; Mechanisms; Textiles; Cooking and Nutrition; Electrical Systems; Digital World

Children revisit and build upon prior learning, developing increasingly sophisticated knowledge, skills and technical understanding over time. Each unit follows the design process of investigating, designing, making and evaluating whilst applying technical knowledge to solve real and relevant problems.

Cross Curricular Links including SMSC

Maths - measures
Computing – designing, coding
Science – electronics, forces, balanced diet
Art and design – applying skills to embellish finished products
History – inspirational designers

Big Ideas

- To develop the creativity, technical knowledge and practical expertise needed to design and make high-quality products for real users.
- To understand and apply the iterative design process by investigating, designing, making and evaluating products.
- To build substantive, disciplinary and procedural knowledge through practical experiences and problem-solving.
- To understand how Design and Technology improves everyday life and prepares us for an increasingly technological world.
- To develop resilience, independence and confidence through evaluating and refining ideas and products.

Support and Training

High-quality planning and resources provided through Kapow Primary.
Shared planning, moderation and curriculum development led by subject leaders.
Ongoing professional development and subject-specific CPD.
Well-stocked DT resources and cooking equipment to support practical learning.
Opportunities to celebrate pupils' work through classroom displays and wider school events.

Progress and Assessment

Assessment is embedded throughout every Design and Technology lesson through observation, questioning, discussion and evaluation of practical outcomes.
Teachers assess pupils' knowledge, technical understanding and practical skills as they investigate, design, make and evaluate products.
Self- and peer-evaluation encourage pupils to reflect on their designs and identify ways to improve their work.
End-of-unit Knowledge Catchers and Assessment Quizzes support teacher assessment and help identify next steps, ensuring knowledge and skills are securely built over time.

Culture of Opportunity

KS2 Easter Egg challenge
Railway station adoption
STEM challenges - Science Week
Links with local secondary schools
Plot to Pot club

