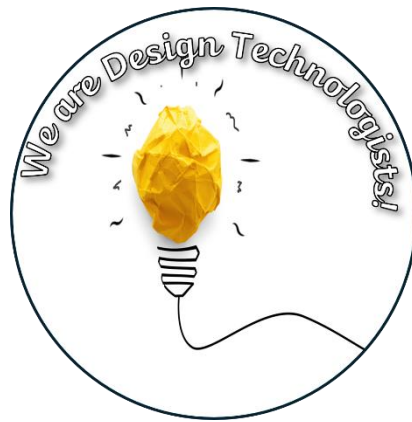




*One Community, Many Cultures; Growing  
and Learning Together*

## *Curriculum Overview 2024/25*

### *Design Technology*



*At Gosford Park we have designed a curriculum for our community that aims to equip them with the tools they need to succeed in the next stage of their development, whilst nurturing curious learners who are responsible members of the local, national and global community.*

## Intent

Design and Technology is taught in an engaging and purposeful way at Gosford Park Primary School, where pupils learn by linking new knowledge and skills to those previously learned. Our curriculum includes

Throughout their time with us, children work to develop their skills, knowledge and vocabulary. In order for children to fully understand how important the planning, making and evaluating process is, each topic is linked to a real-life context where children produce a physical product. Where possible links to other subjects and topics are made.

### [Long Term plan](#)

## Implementation

Design Technology is taught in Early Years as an integral part of developing Expressive Arts and Design through child initiated and adult led activities. Children safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form, and function. They share their creations, explaining the process they have used. Children make use of props and materials when role playing characters in narratives and stories.

The order of Design Technology units through Key Stage 1 and 2 has been chosen based on pupils' understanding, experiences and age-appropriate content. Children evaluate existing products so that they have an initial starting point for their own designs. Design Technology is mapped out across the curriculum using the **Kapow** scheme of work focusing on the objectives stated in the Statutory Guidance.

Where appropriate, cross-curricular links are made with other subjects to reinforce and enhance pupils' art skills. These include, but are not limited to, moving pictures as cards for specific occasions, structures for Greek houses.

### [Progression documents](#)

## Impact

Practical experience is a key feature of Design Technology lessons at Gosford Park; encouraging pupils to know more and remember more. This frequent reference to previous knowledge ensures that pupils identify links to previous learning and build upon existing skills.

With a focus on vocabulary and enquiry skills, pupils develop their design knowledge and practice, resulting in a better understanding of the world around them.

Due to an enriched curriculum, delivered by confident teachers through engaging and inspiring lessons, children at Gosford Park acquire the skills and knowledge needed to think and act like designers. Children understand the importance of art, confidently develop their own skills and as a result, enthusiastically investigate and create their own pieces.

### Enrichment

Over their time with us at Gosford Park, pupils are given the opportunity to use a variety of tools required to complete different tasks. Our curriculum also develops the pupils' knowledge of our local area, including the development of the transport industry in Coventry, the tools used in the Stone age compared to today and how technology has changed over time.

### Are you a keen artist?

Here are a few local sites where you can discover more about Art in Coventry and the surrounding areas.

- [Coventry Transport Museum \(transport-museum.com\)](http://transport-museum.com)
- [Home - The Herbert Art Gallery & Museum](#)
- [Sculpture Park Maps and Trails \(warwick.ac.uk\)](http://warwick.ac.uk)
- [Jaguar Daimler Heritage Trust \(jaguarheritage.com\)](http://jaguarheritage.com)
- [Thinktank | Birmingham Museums](#)