I am a designer…

"If you go back a few hundred years, what we take for granted today would seem like magic – being able to talk to people over long distances, to transmit images, flying, accessing vast amounts of data like an oracle. These are all things that would have been considered magic a few hundred years ago." Elon Musk

I am a designer. Wherever I look, design is all around me – everything has been designed! I seek to use creativity and surround myself in a range of products, tools and inspirational contexts to help me set up my design challenges. My ideas are practical and purposeful. When designing, I can research and develop a design criteria and use my knowledge and skills towards delivering appealing products that are fit for purpose.

I can draw on other disciplines such as mathematics, science, engineering, computing and art and can communicate my ideas to enable me to work in a range of relevant contexts. Instilling an enjoyment of cooking enables me to apply the principles of nutrition and healthy eating. I can create my own opportunities to become a confident risk taker and an enterprising and capable citizen. I am a designer!

Inspire

"Manufacturing is more than just putting parts together. It's coming up with ideas, testing principles and perfecting the engineering, as well as final assembly." James Dyson

At Court de Wyck our DT curriculum is aspirational and purposeful in order to instil within our pupils the knowledge, skills and confidence needed for their ever-changing futures. Focusing on nurturing pupils' natural curiosity encourages children to make connections and to be creative independent thinkers who relate their learning to real-life experiences.

We inspire children to become designers through:

- Developing the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- Building and applying a repertoire of knowledge, understanding and skills in order to design and make high quality prototypes and products
- Evaluating and testing their ideas and products

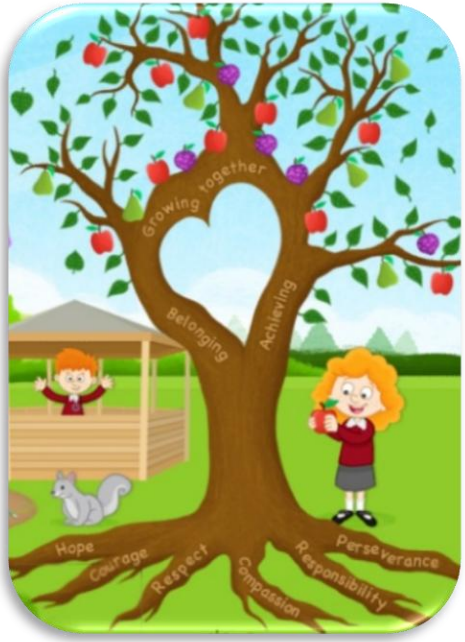
Court de Wyck

DT Culture Document

For Designers

Nurturing · Inspiring · Flourishing

Growing Together, Belonging and Achieving



Key concept of design technology…

"Cooking is like painting or writing a song. Just as there are only so many notes or colours, there are only so many flavours - it's how you combine them that sets you apart." Ainsley Harriott

Design and Technology at Court de Wyck is organised into four stages;

Immerse – Discovery Stage: Children immerse and build knowledge: they research and understand contexts and concepts, uses and purposes and the range of products and systems available.

Design: The design challenge is set.

Create: The making and doing, prototyping, justifying, receiving and responding to feedback and defining success.

Evaluate: Children pitch and engage to an audience. They evaluate and celebrate achievements.

Teaching and Learning

'One child, one teacher, one book and one pen can change the world.' Malala Yousafzai

At Court de Wyck, we explicitly teach pupils how to organise and effectively manage their learning independently. Opportunities are consistently given to revisit content and retrieve previous learning. Challenge is crucial to allow learners to develop and progress their knowledge of tasks, strategies and of themselves as learners. Effective explaining and modelling creates self-regulated learners who are aware of their strengths and weaknesses, and can motivate themselves to engage, improve and learn.

- Scaffolding with live modelling
- Flexible grouping and adaptive teaching
- Culture of high expectations for all learners
- Building on prior knowledge - revisit and revise
- Language development– metacognitive talk
- Growth mindset strategies modelled and taught
- Worked examples
- Explicit instruction
- Misconceptions addressed
- Walkthrus
- Every teacher is a teacher of SEND