Teaching on a page – Design Technology

Clearly defined lessons	- This is our Design Technology lesson - Design Technology is learning how things are designed and made. We look at existing products, see how they were created and design our own ideas based on what we see. After making our products, we evaluate them against the design criteria, and their effectiveness.
Review prior knowledge (Sticky knowledge)	- Let's remember some of our previous learning in Design Technology. (This term, previous terms, previous years) - Image - Quiz - Vocabulary
New teaching	- Introduce learning for the lesson – what will we be designing/making/evaluating - Review health and safety where applicable (use of tools) - Model learning – review existing products and examples to gain ideas for design process - Independent practice - Adaptations to support children with specific needs - Adaptations to challenge more-able children - Displayed during the lesson (Whiteboard, on tables, working walls, subject areas) - Vocabulary - Images or products that they are designing/making - Examples of skills, e.g. joins - Questioning and discussion to pick up on any misconceptions and misunderstanding.
Review outcomes	- Test the product against intended use - Evaluate work – what have we learnt? How could these skills be used in a different way? - Discuss vocab used
Evidence	- Designs/Evaluations saved in folder or displayed on walls - Products displayed in appropriate place (classroom or outside?) - Photos of finished products saved in DT folder on Sharepoint
Assessment	- Termly Foundation Subject assessment sheet highlighting objectives covered and who is Working Towards expected level and who is working at Greater Depth (all others assumed working at Expected level) - Annual reporting on Eazmag