



Team work and planning

I work with an enthusiastic team, and everyone was keen to get going. Design and technology, I think, is such a huge area for subject knowledge so I made sure that I was available to help and work with staff if needed. I am certainly not an expert in all strands of the subject but offering support and perhaps pointing staff in the direction of resources which might help has helped to keep up the momentum. I have also begun to make links with our local secondary school. So far, they have been helpful in offering advice with particular strands of D&T as well as recommending equipment. We are hoping that as COVID eases, groups of children will be able to visit the secondary school for taster sessions and to use some more specialist equipment.

When planning new D&T projects, most year groups have made cross curricular links with learning themes or literacy, but we have said that it can be a stand-alone project to maintain genuine D&T. The subject offers so much scope to link to other curriculum areas especially science and maths.

Development

During the time since becoming the D&T leader I have attended several online courses run by the D&T Association. All of these have been incredibly useful not only the content but also hearing about the experience of delegates. Once staff had taught their first D&T project after the initial CPD meeting we came together again for a 'Showcasing CPD'. As the leader of the subject this was a brilliant way to see the impact so far. It was such a valuable experience for staff to share and talk through the projects they had taught, discussing successes and obstacles on their way. I also feel it's so good for all staff to develop a whole school picture about the learning that takes place in each year group. After one full year of being the D&T leader I completed a triangulation exercise with a member of the senior leadership team. We looked at planning, pupils' work and spoke to some pupils about their experience of D&T. Again, this process was incredibly valuable to measure the impact so far but also to plan the next steps of the action plan as you always have more ideas of how to make the subject even better!

Next steps for D&T at Weeke

Over the coming year, CPD for staff is going to focus on developing the use of CAD through our D&T projects. We have invested in a few new programs – TechSoft Primary and Tinkercad. We also need to raise the profile of Cooking and Nutrition, so we will have some staff training on how to deliver this strand of the curriculum successfully.

Alongside this, as a school, we have been developing the curriculum content that we share on our website. We have been working hard to make sure we have encapsulated exactly what we offer with regards to D&T at Weeke.



Globalise

An understanding of the impact of global issues is increasingly relevant to schools and design and technology offers an excellent vehicle through which children can explore the global dimension. By looking at everyday products that are a natural part of their lives, children can investigate the issues raised by their design and manufacture, such as: localised manufacture, sustainability, weighing up the impact of importing foods against using seasonal products, cultural values, climate change, and the interdependence of their lives and others. Designing and making have implications for the environmental, social, economic and moral impacts of everyday products and children can bring these to their own work when designing, making and using products.

This awareness had accelerated in recent years, with young people's involvement in movements such as Extinction Rebellion and pupils striking for a day of action to show support for action on climate change. The impact of the use of materials is just one area, while the transportation of goods and relevance of products to communities raises questions that should be addressed when designing and making. Enabling children to explore the issues that lie behind their D&T activities helps them to become more positive about their world, and their potential role in making it better. A global dimension in D&T enables them to become more thoughtful designers, more discerning consumers and more critical thinkers. This helps to develop them as responsible citizens who can both produce and consume with a global dimension in mind.

Questions

When learning about products, structures and systems, investigative activities should include asking questions such as:

- Who made this?*
- How much did they get paid?*
- What does it cost?*
- Where was it made?*
- Why was it made?*
- What is it made from? What happens to it at the end of its life?*
- Are materials reused whenever possible?*
- What is the impact on the environment of using this?*
- Is there a different way of making this?*
- Does this fulfil a need or is it a 'want'?*



Answering these questions becomes more meaningful if children see and hear their teachers considering the issues themselves. Subject leaders have a responsibility to lead

by example if they want children to be responsible, globally aware citizens. Organisations such as Practical Action (www.practicalaction.org) offer activities and resources that help put a context to designing and making products and the 'six Rs': **rethink, refuse, reduce, reuse, repair and recycle** can be easily adapted to fit in with existing schemes of work.

Global connections



Communications technologies now make it possible and easy to connect schools across the

globe and for pupils to gain an insight into how others bring different approaches to D&T. **Connecting Classrooms** is a British Council initiative where classes or whole schools can get to know one another across continents, exchange ideas and gain understanding of the needs and different focus of communities. Their resources include advice on connecting and building relationships with other schools and offer challenges you can put to your own pupils, such as developing solutions to combat hunger and raise awareness of the impact of climate change to bring out their own ideas.

connecting-classrooms.britishcouncil.org

Global Goals



The UN's Sustainable Development Global Goals include some that are particularly relevant to D&T, for example Clean Sanitation and Water, Responsible Consumption and Production, and Affordable and Clean Energy. The website

globalgoals.org has videos and information on these and other goals that can help inspire and direct design ideas.

