



Technology

Aim:

Herrick pupils experience meticulously planned technology projects that link with other aspects of the curriculum, build key skills and help prepare them as citizens of the 21st century through developing essential skills in cooking, construction and digital computing.

Objectives:

- design to focus on WHAT is taught and not how
- planning identifies; ‘must know’ and ‘be able to’
- build on prior knowledge

Intent	<p>What knowledge and understanding do we expect: Overview</p> <ul style="list-style-type: none"> • develop pupils’ enjoyment and interest in technology. • develop knowledge-including historical background where appropriate-of products. • build on pupils’ curiosity for an investigative approach. • Through a range of approaches and practical activities, give pupils a greater understanding of problem solving and perseverance. • introduce pupils to the language and vocabulary of technology. • develop pupils’ basic practical skills and their ability to make accurate and appropriate assessments and evaluations.
	<p>Curriculum delivery – teaching, assessment and feedback: (Sequence of Learning-SOL)</p> <ul style="list-style-type: none"> • Teacher plan a knowledge organiser which outlines knowledge (including vocabulary) all children must master. • A sequence of lessons for each topic, which carefully plans for progression and depth. • All children to have equal access to the technology curriculum and its associated practical activities. • All stakeholders are responsible for ensuring that all children, irrespective of gender, learning ability, physical disability, ethnicity and social circumstances, have access to the whole curriculum and make the greatest possible progress. • Where appropriate, work will be adapted to meet pupils’ needs and, if appropriate, extra support given. • Where appropriate, pupils will carry out investigations and experiment with various techniques. • Gender differences will be reflected positively in the teaching materials used
Implementation	<p>Pupil achievement using progression and milestones: (Subject Builder)</p> <ul style="list-style-type: none"> • To develop children’s natural curiosity. • Children to achieve age related expectations in technology at the end of their cohort year. • Children will retain knowledge that is pertinent to technology with a real life context. • Children will be able to question ideas and reflect on knowledge • Children will recall and retain a non-negotiable knowledge of the technology curriculum at the end of each phase. • Children will work collaboratively and practically to investigate and experiment. • Children will be able to explain the process they have taken and evaluate their work. • A wider variety of skills linked to technology will continued to be further developed. • A richer vocabulary that will enable to articulate their understanding of taught concepts. • High aspirations, which will see them through to further study, work and a successful adult life.
	<p>Impact</p>

