

## ASUPERHERO promise for Design and Technology



**Aspiration** – To aspire to be designers, use a variety of tools, materials and resources, explore a range of designs, use design to express thoughts and feelings, be like the designers learnt about, evaluate own work and aspire to improve, designing products that are useful and relevant to real life.



**Sensory** – To use senses in designs, evaluate designs, use a variety of tools, learn outdoors, design on a large and small scale, food units for tasting and texture.

**Unforgettable** – To explore designs through the wider curriculum and topics, design as a group, lunch and after school art clubs, designing and producing an end product, show me what you know.

**Progress** – To build upon skills learnt throughout the school, to recap designers and prior learning each lesson, KWL at start of each unit, show me what you know, adapted learning for all children, including pre-teaching for those with SEND, using an evaluative process to improve the final product.

**Emotional Literacy** – To evaluate designs including own and those of others, respond with thoughts and feelings to designs, discuss strengths and weaknesses in designs, share thought process around designs.

**Reading** – To read instructions for designs, use relevant and key vocabulary, to retrieve information from designs, learn about designers and their lives through autobiography extracts, use of pre-teaching books for children with SEND or those with EAL.

**Hope** – To hope to be designers and use design skills, express own thoughts and evaluative processes through design, find joy and pleasure in designing, hope to have an impact on the community through design, hope to see a completed final product through own designs and creative process.

**Exciting and Engaging** – To participate in outdoor learning, exploring a wide range of designs and designers, create own designs and share these with others, lunch and after school clubs, expressive and creative opportunities, designing, evaluating, and bringing own ideas to life.

**Relevant** – To explore designs through topic and other areas of the wider curriculum, design and produce products relevant to real life, use of own designs and evaluation process, appropriate vocabulary, bringing own ideas to life.

**Opportunity** – To ensure all children are able to access lessons including those with SEND, design links with topic and wider curriculum, outdoor learning opportunities, learning new designers each unit, building upon prior learning, KWL to share current knowledge, show me what you know at the end of each unit.

