



Regular book looks, pupil voice and learning walks combined with shared planning across year groups to ensure consistency and quality.

Termly attendance at CPD networks to keep up-to-date with developments in subject area.

Individual Support

1-1 support when using tools and equipment
Specialist tools and equipment to enable the outcome to be achieved
Brain breaks
Alternative outcomes
Ear defenders to reduce noise levels
alternative mediums for sensory support

Targeted Provision

Word and vocabulary banks along with sentence starters to aid with written outcomes and evaluations in particular. Small group work with adult support to go through steps in smaller chunks to ensure the outcome is achieved. Individualised reminders of positive learning behaviors. Paired learning partners.

Universal offer

The teaching implementation of Design and Technology at Hursthead is based on the National Curriculum and has been updated to develop progression of key skills. Our progression of skills document shows the skills that are taught within each year group and how these skills develop to ensure that attainment targets are securely met by the end of Key Stage 2. Where possible, the teaching of D&T is linked to our creative curriculum topics, which are updated termly to deliver a balanced, well-structured approach that ensures relevance and context. Each year group will complete three D&T projects over the academic year, one project per term with one project being a food tech focus. All D&T topics follow the same planning sequence. Each topic begins with investigating, before moving on to planning, creating and evaluating. All children have access to wordbanks and key vocabulary terminology. Projects are recorded in D&T floor books where outcomes can be recorded in a variety of ways where children are given the freedom to express themselves. Adapted equipment. Explicit teaching of learning behaviours to ensure safe practice.