



DESIGN TECHNOLOGY CURRICULUM AUDIT

FOCUS AREA: CURRICULUM PROVISION

SECTION 3a: Principles of Effective Design Technology – Designing and Making a Product

Key Questions:

In each unit of work, do children design and make a product ?

- Does the product have a purpose or a function?
- Does it fulfil a need?
- Is it meaningful?
- Does it have an intended user? (client)
- Is it real life and relevant?
- Can it be easily tested?
- In each unit of work, are there opportunities for children to design, make and evaluate products (the iterative process)?
- Is there evidence in children’s learning in DT of them evaluating during the creative process and the re-designing or changing their product whilst making it?
- How much learning time in DT is devoted to the children taking part in creative and practical activities?

Strengths

Weaknesses

SECTION 3b: Principles of Effective Design Technology – Knowledge Building

Key Questions:

- Has the curriculum identified the key knowledge that children should learn at each stage of their learning?
- How do teachers and children know the key knowledge and skills they should know and remember?
- Is knowledge carefully sequenced and coherent (makes sense – no gaps in knowledge)?
- Are opportunities built into the curriculum for children to revisit and consolidate learning?
- Are opportunities built into the curriculum for children to link existing knowledge with new knowledge to create better understanding in the subject?

Strengths

Weaknesses

Improvement Actions:

SECTION 3c: Principles of Effective Design Technology – Design Decisions

Key Question:

- Is the curriculum based on providing children with the technical knowledge they need to make design decisions when creating a product?
- Are children challenged to create products in which they make decisions about the design that results in a product that is authentic and innovative?

Strengths

Weaknesses

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SECTION 3d: Principles of Effective Design Technology – Real Life and Relevant

Key Question:

Do units of work in the design technology curriculum allow children to work and learn with relevant and real-life contexts? Highlight the boxes that apply:

Home

School

Garden

Playground

Leisure

Culture

Local Community

Industry

Wider Environment

Enterprise

Other:

Strengths

Weaknesses

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Improvement Actions:

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