

Design and Technology lessons at Holy Cross

What would we expect to see in Design and Technology lessons in the school?

- Children working on objectives in line with the curriculum intent for Design and Technology (as published on school website).
- Activities closely matched to the objective. All children are working on the same objective and are supported and / or challenged appropriately. *
- Each Lesson begins with a short 'remembering more' section:
 'Flashback Four' questions (two questions on previous learning
 within the current unit, and two questions on previous learning
 within DT).
- Current unit of work is placed within the chronology of previous units of work.
- Current lesson is placed within sequence of learning within the unit.
- Focus on clarifying key vocabulary (specific/ precise / accurate) and revisited often during the lesson.
- The lesson Knowledge Goals are given as 'takeaways' at the end of the lesson.
- Key questions are used as post assessments for each unit.
 - * Some children may be working below the year group and be taught a separate

A skeleton outline of a Holy Cross Design and Technology lesson:



Flashback Four

Chronology of the learning is identified (within the unit and previous learning)

Whole class teaching input

All children working on the same objective

Vocabulary focus: clarified when new and throughout the lesson.

Knowledge Goals are given as 'Take Aways' at the end of the lesson.