

Design and Technology at Oughtibridge Primary School

Design and Technology at Oughtibridge School is taught through a cross curricular approach. We actively encourage children to be creative and influential in their own learning, this takes place in Design and Technology through the use of the TASC Wheel which is used as the basis for all our Design and Technology Work.

Our Design and Technology worked is assessed using the Chris Quigley Skills based curriculum document, within Foundation Stage D&T forms part of the Knowledge and Understanding of the World aspect of the curriculum.

During the sessions children develop ideas, plan and make products and evaluate what they've made. This is done through a mixture of whole-class teaching and individual/group activities, giving children the opportunity to work on their own and to collaborate with others.

Children critically evaluate existing products, their own work and that of others. They have the opportunity to use a wide range of materials and resources, including ICT. Appropriate links are made to other areas of the curriculum to support, enhance and develop learning. Skills from other curriculum areas are incorporated in the designing and making process.

In every year group the TASC wheel is used to encourage the children to research, plan, make and evaluate their ideas.

TASC Wheel activities that have taken place across the school are:

- Boats, bridge building, air raid shelters, puppet making, Viking boats, water/sand timers, carnival masks and headdresses, designing an astronaut's spacesuit

Cross-curricular activities play a key role in our Design and Technology curriculum. We have held a Science, Technology, Engineering and Maths Day. This whole-school event challenged the children, enabling them to use all of their skills and imagination to create a device that could measure time.

When possible, we incorporate outdoor learning into our Design and Technology lessons. This allows us to plan bigger and more elaborate investigations as well as further enhancing the children's understanding.

Key Stage One's Design and Technology 'Build It' Day

This year Key Stage 1 were inspired by the engineer Isambard Kingdom Brunel. They were challenged to build a bridge that must cross a river and be able to carry a vehicle. The children's families were invited into school to help build the bridges out of junk modelling! Here are a few photographs from the day.



The Design and Technology 'Build It' Day at Kelham Island

Each year the school is involved in a Design and Technology 'Build It' Day at Kelham Island. This is an event supported by local industry and attended by many schools across the region. It provides the children with opportunities to build and create models to a design specification and then place them into a miniature town once completed. The children learn many new skills at this event and benefit from the extra knowledge and experience they gain when returning to the classroom. This year's theme is 'A Town On Mars' and ten Year 5 pupils attended the day at Kelham Island. As you can see from the photograph below, Year 5 is very excited to go!



Here are some photographs from the day. Year 5 met the Deputy Mayor of Sheffield and the Mayor of Rotherham!



'Time Will Tell' Maths Week Spring Term 2016

The theme for this year's Maths week linked to measuring time - telling the time, ordering days of the week and months of the year and the time taken for things to happen. The children in Key Stage One drew graphs to show when their birthdays were, found out how to measure time in seconds, minutes and hours and made their own analogue clocks using paper plates and split pins. The children in Key Stage Two practised telling the time at 5 minute intervals on an analogue and digital clock, developed their maths reasoning skills by solving time problems and challenged themselves to find time intervals of varying degrees of difficulty.



Stem Day - Thursday 14th January 2016

Oughtibridge Primary School challenged each phase to partake in STEM Day, where the children improved their creative thinking, problem solving and team work through the exploration of science, technology, engineering and mathematics. This year's STEM day took place in Maths week, where the children were challenged to design a time piece. Children across the school thoroughly enjoyed applying their Maths skills to the challenge of designing and creating a timer which measured a set amount of time. Not only did they need to be able to use a stopwatch, they needed to accurately measure lengths of tubing and amounts of sand and water and have a good knowledge of angles for when the marble ran too slowly or too quickly.

