

Design and Technology Journal Guidance 2022

In KS1 and 2, all children will be provided with a blank page 'journal' to record their D&T learning. Where appropriate, all learning should be recorded in this book other than when a larger piece of work has been created EG: mock-ups, templates and final products. Photos of this work should be included in the journal and an annotation made by the pupil to record what they did.

Knowledge Organisers

Each D&T unit has a 'Knowledge Organiser', which captures key facts and vocabulary for the unit to support pupil's learning. To save paper, do not create a unit cover sheet but stick the knowledge organiser in the journal at the beginning of the unit. This should then be followed by the 'Knowledge Catcher'.

Knowledge Catcher

This should be included in the journal after the knowledge organiser and it is a useful tool to use before any new teaching and learning happens, to assess where pupils are in their learning. The knowledge catcher has a picture or diagram to support the pupil answering 1 to 3 questions about prior knowledge.

Teachers should then follow the sequence of lessons and complete the unit with the assessment quiz.

Assessment (D&T: KS1)

Within the Kapow D&T curriculum, there are 'Knowledge Catchers' and end of unit quizzes. The knowledge catchers should be used to show what the children can recall about previous skills and knowledge. This is a very short activity and can be done before starting the lesson sequence. The end of unit quiz on Kapow will be adapted to be more accessible for KS1 children.

Assessment (D&T: KS2)

KS2 should also use the 'Knowledge Catchers' to start the unit of work and finish with the quiz. The quiz has an answer sheet that will need to be printed from the unit resources and the questions are online in the unit resources. The answers are at the end of the interactive slides so the children can self-mark to complete the unit.