

Lesson Structure

| Design Technology sequence structure | |
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| Phase 1 – Research and Experiment | <ul style="list-style-type: none"> • Prior DT learning revisited with reference to underpinning new learning • DT outcome for the unit shared with the children • Knowledge Organiser shared |
| Phase 2 – Plan and Create | <ul style="list-style-type: none"> • Medium term planning to inform lessons • New DT skills taught by modelling then hands-on exploration • Vocabulary explicitly taught through Knowledge Organiser • St Mary's Quality First Teaching |
| Phase 3 – Reflect | <ul style="list-style-type: none"> • Revise and review new skills • Reflect on the outcome • Share completed work • Children know more and remember more |

Each lesson, within the sequence, follows the structure so prior knowledge is constantly revisited and transferred to long term memory.

| Design Technology lesson structure | |
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| Phase 1 – Recap and recall | <ul style="list-style-type: none"> • Lesson recap about computer scientist or learning from prior lessons • Revisit Knowledge Organiser • Vocabulary (some will be tier 3 – subject specific words) • Knowledge Organiser shared |
| Phase 2 – Attention grabber and Main event | <ul style="list-style-type: none"> • St Mary's Quality First Teaching • New knowledge taught • New skills taught • Knowledge Organiser to be used as a point of reference |
| Phase 3 – Wrapping up | <ul style="list-style-type: none"> • Revise and review – knowledge, skills and vocabulary • Reflect on how the final outcome was inspired by the lesson attention grabber • Formative assessment directly linked to progress towards final outcome |