Design Technology Intent, Implementation and Impact

'Through the love of God, we protect our school community. Together we trust, hope, persevere and flourish on life's great adventures.'

"Design creates culture. Culture shapes values. Values determine the future."

Robert L. Peters

Design Technology - Intent

Through our Design Technology curriculum, we intend for our children to develop skills to take with them on life's great adventure. We want our children to seize every opportunity they can to become curious, creative learners. By the end of their DT learning journey, children will be able to follow routines and they will know and understand the structure of the learning in this subject. The children will be supported to help them flourish in their work and we will encourage the children to share a sense of pride in their work promoting a sense of belonging and getting them ready for their next steps. We want children to show perseverance when they are finding things hard and together, we will work to build a culture where children can trust the people and environment around them enabling them to work to the best of their ability. We strive to provide a comprehensive and engaging curriculum that nurtures pupils' creativity, problem-solving skills, and their ability to apply scientific and mathematical knowledge. We believe that design technology should enable pupils to become critical thinkers, confident communicators, and resilient learners. Our intent is to instill in pupils a love for design and technology, while preparing them for the technical and creative industries of the future.

Design Technology- Implementation

Teaching across the school is a gradual progression. Our Design Technology curriculum is carefully designed to provide a structured and progressive learning journey for pupils from Reception to Year 6. It is based on the Early years foundation stage (EYFS) Statutory Framework and National Curriculum for maths, which defines clear learning objectives and ensures a logical progression of skills and knowledge acquisition throughout the primary phase.

- Modules to follow the design, make and evaluate cycle
- Relevant projects which allow children to give their learning meaning
- All areas covered over the year (food technology, textiles, mechanisms)
- Children will research to create their design criteria before starting a unit
- Range of design techniques will be used (discussion, annotated sketches, cross sectional diagrams, prototypes, pattern pieces, computer aided designs)
- Children will select their own materials and tools
- Understand key vocab and skills (cutting, shaping, joining, finishing, chopping, slicing)
- Children will assess work against their own design criteria
- Clear next steps will be given to the children
- Children will become familiar with and be able to use the technical terms and knowledge from the national curriculum
- Children will understand and use mechanical systems and electrical systems in their products

- Key skills and knowledge for DT have been mapped across the school to ensure progression between year groups

Design Technology- Impact

Children will have clear enjoyment and confidence in Design Technology that they will be able to apply to real life situations. Through carefully planned and implemented learning the pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. Children will be problem solvers and have the resilience to learn from mistakes as this will be encouraged throughout the Design Technology learning journey. We will create independent learners who have high aspirations for their futures no matter what they hold.