



God's Love in Action

Our children are at the heart of everything we do through **Christian values and relationships**. **Living and learning together** we celebrate the uniqueness and diversity of everyone in our family. We nurture a sense of **self belief, mutual respect and belonging** through Social Emotional Learning and academic excellence. We are dedicated to building the foundations for **happy and successful life-long learning**.

D&T

Intent

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1. Curriculum Vision

At St John's and St Peter's CE Academy we intend to build a Design and Technology curriculum which supports all children in their development and understanding of D&T. We believe in teaching a curriculum which allows all pupils the opportunity to acquire the knowledge and skills to equip them for success in their future education as well as in the wider world.

As D.& T opens a wealth of opportunities for children both on a professional and personal level, our enthusiastic approach to is intended to ignite a passion within our children which can be used as the step into engineering, design, cookery and innovation.

D & T builds core skills and expertise that can equip our pupils throughout their life and career.

With our deep belief in Christian values and relationships, D&T underpins this through how we encourage teamwork and collaboration throughout every project. From researching and brainstorming of ideas, supporting one another with designing and creating, towards giving positive critique for final products and finally celebrating the successes of everyone.

2. Curriculum Aims

Our Design and Technology Curriculum Aims to:

- Develop imaginative thinking in children and to enable them to talk about what they like and dislike when designing and making;
- Enable children to talk about how things work, and to draw and model their ideas;
- Encourage children to select appropriate tools and techniques for making a product, whilst following safe procedures;
- Explore attitudes towards the made world and how we live and work within it;
- Develop an understanding of technological processes, products, and their manufacture, and their contribution to our society;
- Foster enjoyment, satisfaction and purpose in designing and making.

3. National Curriculum

Purpose of study

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

The national curriculum for design and technology aims to ensure that all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.

4. Why study D&T in this way?

a) Why has this knowledge been selected?

As we follow the 'Research, Design, Make, Evaluate' approach to the teaching of D&T, the creativity and imagination of the children are encouraged to support them in designing and making problems to solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

We intend to provide all children with plenty of opportunities to develop the technical skills of mechanisms, structures, textiles, food and nutrition, electrical systems (KS2) and digital world (KS2) through an engaging and practical curriculum. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Children learn how to take risks, becoming resourceful, innovative and capable citizens.

In addition, the school aims to develop the children's use and understanding of technical vocabulary associated with this subject. This is so that the children can communicate the skills that they have applied, the equipment that they have used and describe the materials and features of the product they have made.

Through applying this approach to D&T, the children will know more, remember more, and understand more.

Through the DT curriculum, children should be inspired by engineers, designers, chefs and architects to enable them to create a range of structures, mechanisms, textiles, electrical systems and food products with a real-life purpose.

Designers at St John's and St Peter's explore for themselves, make choices and find solutions to problems along the way...inventing for the future!

b) Why is it taught in this order?

D&T encourages children to learn to think and intervene creatively to solve problems. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. Spiral progression in each discipline has been deliberately woven into the fabric of the curriculum so that pupils revisit key disciplines throughout their Primary journey at increasing degrees of challenge and complexity. Each area of Design and Technology is revisited as the children progress through the school to build on previous knowledge and skills.

D&T is taught termly. The units have been chosen to enable full coverage of the D&T curriculum and allow for progression throughout the school. Some units have been merged to enable children to experience a greater amount of skills per year group, and to show how different designs can come together in the real world to create something greater. An example of this is Year 3 structures, by

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where a castle is constructed then in the same term, the pupils are using textiles to create a flag for the castle through cross stitch and applique.

c) How are D&T lessons taught at St John's?

Design and Technology lessons are taught weekly for one hour. Each class teaches at least one D&T project per term which has a specific purpose. Children are encouraged to be consistently reflective and experimental throughout their learning. Lessons incorporate a range of teaching strategies from independent tasks, paired and group work including practical hands-on, computer-based and inventive tasks. This variety means that lessons are engaging and appeal to all.

Lessons begin with a retrieval activity to reinforce prior learning and previous skills taught. At the start of the lesson, the key vocabulary for each lesson is shared with the pupils. The new learning is introduced, and the process of design is modelled prior to the independent activity. Before the lesson concludes, the children are given opportunity to consider their current learning to encourage a community of self-reflective designers.

All units are resourced to a high standard as we believe children should be able to have a practical yet informative experiences within their lessons. All staff also strive to give our children the best educational visits/workshops by using a compact guide from our D&T Lead.