Design & Technology

Intent, Implementation, Impact Statement

Intent

The intent of the Design Technology curriculum at St Mary's CE Primary School is to prepare all pupils to take part in the development of tomorrows rapidly changing world. By the time children leave St Mary's we are determined that they will be creative thinkers who can use the skills and knowledge covered, to become creative problem solvers, both as individuals and as part of a team. They will be able to identify needs and opportunities and respond by developing ideas, and eventually making products and systems. Through the study of Design Technology, we aim that they will be able to combine practical skills with an understanding of aesthetic, social and environmental issues, which will then allow them to reflect on and evaluate present and past design technology, its uses, and its impact.

Implementation

To achieve this, pupils in Year 1 – 6 at St Mary's will follow the KAPOW units of work to support the teaching of Design Technology, which is fully aligned to the National Curriculum. The scheme ensures that there is a progression of skills and a consistent approach across the school, whilst also ensuring that teachers and pupils are supported in developing skills and subject knowledge. The design technology content is categorised into three areas: Cooking and Nutrition, Textiles and Structures. There are then four strands that run through each topic: Design, Make, Evaluate and Technical Knowledge. A range of skills will be taught ensuring that pupils are also aware of health and safety issues related to the tasks undertaken. Clear and appropriate cross-curricular links underpin the pupil's learning across the curriculum, giving the pupils opportunities to learn life skills and apply skills to 'hand on' situations in a purposeful context. All Design Technology lessons will be taught in block units to allow the pupils to become fully immersed in their learning and the units that they are studying.

Pupils in Early Years will develop their Design Technology skills through the continuous provision of the Early Years Foundation Stage Curriculum. During the EYFS, the essential building blocks of children's design and technology capability are established and there are many opportunities for carrying out design technology play activities in all areas of learning. As their skills develop and improve, they will begin to develop their own ideas and begin to think critically. Our aim is by the end of the EYFS, most children will be able to:

- Construct with a purpose in mind, using a variety of resources.
- Use simple tools and techniques competently and appropriately.
- Build and construct with a wide range of materials.
- Select appropriate tools and techniques to shape, assemble and join materials.

Impact

Our Design Technology Curriculum provides opportunities additional to the National Curriculum endpoints and allows pupils to build cultural capital, and exposure to life-skills such as innovation and entrepreneurship.

The impact of our Design Technology Curriculum is evident in pupils' progress and achievement. Pupils will:

- Have clear enjoyment and confidence in design technology that they will then apply to other areas of the curriculum.
- Demonstrate a deeper understanding of design technology and will be able to demonstrate this knowledge when using tools or skills in other areas of the curriculum.
- Develop their design skills and attributes, to be used beyond school and into adulthood.

The impact should be evident in pupils' work and the experiences and feedback of pupils, parents, and staff.