

<u>Design Technology Curriculum Statement – September 2022</u>

Our School Vision:

Our aim is for all to belong to a safe and happy community which celebrates our diversity and differences. Our children will be well prepared for the next step of their journey as responsible citizens. We aspire for all to flourish.

<u>Intent</u>

At SMSG children receive a design and technology (D&T) curriculum which allows them to exercise their creativity through designing and making. The children are taught to combine their designing and making skills with knowledge and understanding to design and make a product. Skills are taught progressively to ensure that all children can learn and practice to develop as they move through the school. Evaluation is an integral part of the design process and allows children to adapt and improve their product; this is a key skill which they need throughout their life. D&T allows children to apply the knowledge and skills learned in other subjects, particularly maths, science and art. Children's interests are captured through theme learning, ensuring that links are made in a cross-curricular way, giving children motivation and meaning for their learning. Children will also learn basic cooking skills.

Implementation

What do we teach?

Our whole curriculum is shaped by our school vision which aims to enable all children, regardless of background, ability, additional needs, to flourish to become the very best version of themselves they can possibly be. We teach the National Curriculum, supported by a clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children.

All teaching of DT will follow the **design**, **make and evaluate cycle** and this is evidenced in our medium-term planning; blocks of 2 hours per week over four weeks or longer blocks of time to help drive and sustain the unit of work.

DT should be taught to a high standard, where each of the stages should be given equal weight.

The key skills we teach the children are within the following:

- sewing and textiles;
- cooking and nutrition;
- electrical and mechanical components;
- using materials.

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<u>Impact</u>

What will it look like?

Each stage is rooted in technical knowledge and vocabulary. The **design** process will be related to real life, relevant contexts - giving meaning to learning. While **making**, children should be given choice and a range of tools to choose from. To evaluate, children should be able to **evaluate** their own products against design criteria.

By the time children leave our school they will have developed:

- a secure knowledge and understanding of the *design make and evaluate* cycle;
- the ability to carry out research, show initiative and ask questions to assimilate knowledge of users' needs in developing their product;
- the ability to use time efficiently and work constructively and productively with others in making their product;
- the ability to act as responsible designers and makers, working ethically, using finite materials carefully and working safely;
- a knowledge of which tools, equipment and materials to use to make their products;
- the ability to apply mathematical knowledge and skills accurately in the making of their product;
- the ability to manage risks to help make their products safely and hygienically;
- a passion for the subject.