

Design Technology – Curriculum Statement

Curriculum Intent

Designing and making things is what humans do - we are a creative species. Learning to design and make allows children to appreciate the skills of others, is deeply satisfying and promotes self-confidence and well-being. Thinking about other people's needs develops empathy and an understanding of other people whose needs may be very different.

Our curriculum delivers children who are confident in the iterative nature of design technology and understand the different processes in designing, making, and evaluating.

Knowledge in design technology will be acquired through learning about:

- Cooking & nutrition.
- Materials.
- Structures.
- Mechanical, electrical and computer systems.

As part of their learning, children will know how to keep themselves and others safe and healthy when making products. Our curriculum in design and technology prepares children with the opportunities, responsibilities, and experiences they need to be successful in later life.

Curriculum Implementation

Our curriculum is based on children making the design decisions about, and making products that are:

- Purposeful.
- Made for an intended user and fulfil a need.
- Real-life and relevant.
- Easily testable.

Children are taught the technical and practical knowledge, choosing appropriate materials and tools and equipment necessary to make these products in a safe and healthy way.

Understanding the iterative nature of design technology does not happen by accident and this will be taught to the children so that they know and can apply the processes of designing, making and evaluating.

Children will acquire more knowledge and learn better in the subject if they understand how it works and study people who do the subject well. Our curriculum provides opportunities to learn about iconic designs and designers who have shaped our society and its technological advances over the past two hundred years.

Key to successful learning in design technology is the expertise of teaching. Developing strong subject knowledge ensures that staff have the confidence and capability to deliver highly effective and focused teaching in the subject.

Curriculum Impact

Through learning the curriculum in design technology, children will develop the creative, technical, and practical knowledge and expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

As they progress through the curriculum, children will enjoy and develop confidence in design technology that they will then apply to other areas of the curriculum.

Each unit of work in design technology has clear end points which the children work towards. They are assessed using the end points to see whether they are on track to reach end of key stage expectations. Where children are not reaching those expected standards, then further teaching and learning support will be provided.

All children will work towards and will be supported to reach our curriculum end points which are the national curriculum expectations for design technology. In achieving these end points, children are prepared for future learning at high school.

The impact of our curriculum in design technology will be regularly monitored through a range of quality assurance activities. The outcomes of the activities will inform subject improvement planning with a particular focus in ensuring high quality staff subject knowledge in design technology.