



St. Patrick's Catholic Primary School

Design and Technology Curriculum Statement

Intent of the Design and Technology curriculum

St Patrick's allows pupils to use creativity, imagination and analysis to design and make a range of products, regardless of their starting points. Through a range of projects, children are encouraged to think carefully to solve problems that take into account: context, needs, wants and values. These needs, wants and values could be the pupil's own, or those of another audience.

Design and Technology teaching enables pupils to:

- Analyse a range of existing designs, products and recipes
- Evaluate and think critically and creatively about a range of existing products
- Resiliently explore solutions to problems and persevere when solutions do not automatically present themselves
- Develop technical and practical expertise required to perform everyday tasks confidently, as well as participate in an increasingly technical world
- Test ideas and use these tests to move designs forward, refining products through the use of prototypes
- Evaluate and critique their own and the work of others
- Understand nutritional principals and learn how to cook a range of dishes

Implementation of the Design and Technology curriculum

- Design and Technology units of work are taught alternatively with Art and Design through the school year.
- We follow the Kapow Scheme of Work for Design and Technology but make it bespoke for our children, incorporating unique sessions to learn, embed and revisit specific vocabulary, skills and knowledge and introduce additional skills.
- Pupils will also be encouraged to practise a range of designs, testing out models as needed in order to arrive at a final design
- To meet all National Curriculum objectives, we focus yearly on Cooking and Nutrition and Textiles, as well as exploring and revisiting the other key areas of Mechanics, Structures, Electronic Systems and the Digital World through cyclical and progressive yearly strands.
- Children will use appropriate materials and tools to complete the project, building upon previous learning and refining previously-taught skills
- Examples from each part of the learning journey will be included in sketchbooks, grouped with previous Design and Technology work, to build up a bank of skills and products that children can reflect back on when tackling new learning
- Pupils are encouraged to persevere when challenges are tough, understanding that there may be more than one way to creatively solve a problem and that this is what real designers, chefs and craftspeople do
- Pupils will learn how to take risks, for example handling knives or saws, safely skilfully
- Teachers will use successful pupils to help 'coach' others, recognising and celebrating success
- At St Patrick's pupils are taught to evaluate their own and the work of others, in order to draw helpful suggestions for ways to improve and refine outcomes

Impact

By the time the children leave St Patrick's at the end of Key Stage 2 they will have used a range of skills, processes and previous knowledge to design and create a number of products that solve real world problems. They should be able to work creatively and safely, being aware that designers and technicians make an essential contribution to the creativity, culture, wealth and well-being of the nation. Children

should leave our school equipped with a range of design and technological skills and attributes to enable them to succeed in their secondary education and into adulthood.