



Design Technology Curriculum



God shines within our hearts. Jesus walks by our side. The Holy Spirit gives us strength.

Intent

At St Mary's pupils will be exposed to a broad range of structured activities to develop breadth of knowledge and progression of skills. We aim to inspire children through practical experiences to draw on their imagination and creativity, to make innovative designs, which identify and solve real and relevant problems within different contexts, using a variety of tools and materials. The iterative process is fundamental, encouraging pupils to identify problems, critically evaluate existing products, take risks and innovate when designing and making solutions. Reflection and evaluation is key in improving designs and prototypes during this process. Through exploring their work and the work of others, they should develop an understanding of how design both reflects and shapes our history, and contributes to the culture, creativity and wealth of our community and nation. We will help to inspire children to become the next generation of innovators and entrepreneurs and to contribute to essential everyday life skills in an ever-increasing technological world.

Implementation

The subject of Design Technology is fully embedded within our creative curriculum and key links are made in science, maths and PSHE through STEM activities. Children learn a broad range of skills and knowledge which is progressive across the school. As they move through each year group, they will develop their techniques and have the opportunity to apply these creatively with no ceiling on what they can achieve. The range of skills will be taught ensuring that children are aware of health and safety issues related to the tasks undertaken.

Fundamental skills such as cutting, shaping, joining, finishing, using a wide range of materials, textiles and ingredients are built upon so that pupils feel confident to apply these independently at secondary school and beyond. Pupils are taught the process of how to design, using research, sketches, and ICT as aides, make using tools and materials, evaluate their product and building upon their technical knowledge. In KS2 children design products for themselves and the use of others during the 'Enterprise Market' in Year 5 and 6.

Impact

Children will have clear enjoyment and confidence in design and technology that they will then apply to other areas of the curriculum. Children will ultimately know more, remember more and understand more about Design Technology, demonstrating this knowledge when using tools or skills in other areas of the curriculum and in opportunities out of school. As designers children will develop life skills and attributes they can use beyond school and into adulthood in the employment market, in an ever-changing technological society. Children will have some knowledge and understanding of local manufacturing process such as that at Swizzels sweet factory in New Mills.