



## Design and Technology Curriculum Statement

### Why is Design and Technology important?

DT lessons are places where pupils can ask creative questions about the design and purpose of the products they see around them. They should develop the ability to solve problems, both independently and whilst working collaboratively with others as part of a team. Alongside research and evaluation skills we intend that they will build up a bank of practical competencies that will enable them to become independent, resilient and innovative citizens, ready to face the many challenges of our modern society.

### What is Design and Technology like at St George's Central CE Primary School and Nursery?

Throughout Early Years it is expected that pupils will be given experiences that allow them to work with different materials and use simple tools competently to design, join and construct creatively through a number of different contexts across their curriculum.

In Key Stages 1 and 2 a two year rolling program of projects will run with a DT unit of work covered once during each term. This may be delivered through a dedicated DT day or a series of weekly lessons. Each phase (Y1/2, Y3/4 and Y5/6) will visit units on food technology twice and other areas including textiles, 2d and 3d construction once. Where possible this could be linked to other cross curricular work often in Geography or Science to embed learning by enabling pupils to see the relevance and links between knowledge more easily. The DT Association's Projects on a Page will form the starting point for DT planning and assessment across years 1-6 in order to support the aims of the iterative process described in the National Curriculum, which are:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook

In all units of work pupils will be given the opportunity to explore and research existing products relevant to the design criteria. They will then be encouraged to think creatively about their own solutions for users, and design and make these to an increasingly higher standard of utility and finish. Throughout they should learn to give and take constructive feedback which allows them to adjust and improve as they build. Time will be built in to allow pupils to practice new skills or create prototypes that improve the final finish. Final evaluations will then be undertaken where pupils are encouraged to assess their product against the original design criteria. Work detailing the whole process will be recorded in individual pupil books.

### Opportunities to celebrate Design and Technology at St George's Central CE Primary School and Nursery

Visitors in school, quality texts in the library and extra-curricular construction clubs.

***'Never settle for less than your best'***

*Jesus said, 'I am the light of the world. Whoever follows Me will not walk in darkness, but will have the light of life.' John 8:12*