



## St Jude's C of E Primary School's Subject Stories Design and Technology



### Intent

Our Design and Technology curriculum is inspiring, rigorous and practical. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

In Design and Technology, we are clear that Intent is the knowledge and skills the children acquire in our curriculum, which builds towards clearly defined end points. Our curriculum is designed to ensure that all children are taught the skills and technical knowledge needed to design, make and evaluate existing and created products.

In the **Early Years**, we prepare our children by ensuring that they:

- Have repeated and varied opportunities to explore with arts and crafts, practising with small tools. This allows them to develop proficiency, control and confidence.
- Engage with the arts, enabling them to explore and play with a wide range of media and materials.
- Use a range of small tools, including scissors, paint brushes and cutlery
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Share their creations, explaining the process they have used

In **Key Stage 1 and 2**, our curriculum ensures that children:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently
- 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
- Generate, develop and communicate their ideas in a variety of ways, using research to inform their designs
- Select from and use a range of equipment, tools, materials and components
- Explore, investigate and analyse a range of existing products as well as their own
- Explore how structures can be made stronger, stiffer, and more stable and use their findings to build their own
- Explore and use mechanisms in their own products
- Understand and apply the principles of nutrition and learn how to cook

By the end of their time at St Jude's, we aspire that all children will have:

- The ability to carry out thorough research, show initiative and ask questions to develop an exceptionally detailed knowledge of users' needs
- A thorough knowledge of which tools, equipment and materials to use to make their products
- The ability to apply knowledge from across the curriculum (science, maths, art) in their D&T work
- The ability to manage risks exceptionally well to manufacture products safely and hygienically
- An understanding of how key events and individuals in D&T have helped shape the world
- An thorough understanding of the principles of a varied diet and the skills to produce a range of dishes
- An understanding of seasonality that informs how ingredients are grown, reared, caught and processed



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### Implementation

Our curriculum is designed carefully and coherently to ensure that skills and techniques are built upon progressively across the phases. Cross-curricular links are made as much as possible so that connections are made with other subjects and key knowledge, skills and understanding are embedded. We know this is particularly important in D&T learning, as skills from across the science, maths and art curriculums are regularly used.

In the EYFS, we have a child-initiated approach to learning which allows D&T learning to flourish across all the areas in the classroom. Children are encouraged to explore design through their own interests and through the continuous provision provided. They have access to a craft station where they can select their own materials and tools at any time. Alongside this, design is taught in accordance with the guidance for Expressive Arts and Design in the EYFS framework. Focus activities include introductions to new skills and materials that are then available in the children's independent play.

In key stage 1 and 2, the children receive a weekly D&T lesson (Design & Technology and Art and Design units are alternated across the year to ensure an even coverage). Across the key stages there is a focus on learning new skills and technical knowledge to enable all children to design, make and evaluate products. For each unit of learning, teachers plan their lessons progressively and coherently, using a specialist scheme to ensure in depth subject knowledge. Each lesson allows the children to build on their prior learning and refine previously learnt skills. At the end of each unit of learning, the children's outcome reflects the journey of learning, using and applying the skills learnt over time.

Where relevant, design & technology units link to class topics to give the children a real sense of purpose. Units may also link to a real need in the school in order to ensure children have experience of planning and designing for a range of relevant contexts.

### Impact

- ✓ Our children are confident using a range of resources to design and create products and display a sense of pride over their creations. Evidence of this can be found in scrap books and pupil voice.
- ✓ Children are confident to talk about their products, reflect on their designs and adapt them.
- ✓ Tapestry shows the prevalence of design & technology in the EYFS continuous provision and evidence of this can be found in Learning Journals too.

#### **If you were to walk into Design & Technology lessons at St Jude's, you would see:**

- D&T vocabulary planned for and displayed on slides
- Clear skills being taught as the learning objective
- Children using a variety of visual aids and existing products as inspiration
- Scrapbooks being used for designing and planning
- A range of tools and equipment used throughout the year
- Children confident to evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- Children using a range of equipment, tools and materials in EYFS

#### **Our Diverse Curriculum**

As a school, we are passionate that our children receive a broad, balanced, inclusive and diverse curriculum. We have developed anti-racist commitments, and endeavour to fulfil these in every curriculum area, including Design & Technology. Within this subject, we will ensure:

- Designers within the Design Technology curriculum are carefully selected by staff to ensure that they are representative of our diverse community.
- Pupils are given the opportunity to learn about and recreate the work of designers from a range of BAME backgrounds.
- Existing products that are studied are representative of a range of cultures and communities.
- Other opportunities are utilised to explore, promote and celebrate diverse figures, such as Family Learning Projects, Home Learning activities, newsletter items, Twitter posts, World Book Day, Science Week, and local community events.



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### Remote Learning:

Whilst children are learning remotely, the following approaches are taken to ensure D&T teaching and learning is consistent and of a high quality:

- Design & Technology is timetabled for remote learning each week (Design & Technology and Art and Design units are alternated across the year to ensure an even coverage).
- Planning is purposeful and effective, reflecting the standards expected during school learning.
- High quality Design & Technology lessons and resources are uploaded to Google Classroom each week.
- Design & Technology lessons make use of visuals and virtual resources to ensure that lessons remain engaging and of a high standard. This includes images and videos of designing products.
- Prior learning is recapped so that pupils learning sticks with them.
- Pupils upload one piece of Design & Technology learning per half term which is given feedback by staff.