Design and Technology

Design and Technology prepares children to deal with tomorrow's rapidly changing world. At Christ Church CE Primary School, we value and are dedicated to the teaching of Design Technology. We see this as a fundamental part of school life. We are committed to providing an 'Arts Rich Curriculum' for our children. We believe that by developing this, we can contribute to the quality of our children's lives, both within and beyond school.

INTENT

All of our D&T projects aim to develop a greater awareness and understanding of how everyday products are designed and made. Through the teaching of this subject, the children's creativity and innovation skills are developed as well as their creative problem solving, both as individuals and as part of a team. The vital skills that are developed in D&T can then be transferred across the rest of the curriculum. We see art and design as a means to support learning in a range of ways. D&T allows the children to draw upon and apply, within a context, the subject knowledge and skills within Mathematics, Science, History, Computing and Art. Pupils are provided with a Design & Technology Knowledge Organiser which is also shared with parents at the beginning of each term to specify the knowledge, skills and vocabulary to be acquired and an overview of content.

IMPLEMENTATION

Design and Technology is a crucial part of school life and learning and it is for that reason that as a school we are dedicated to the teaching and delivery of high-quality Design and Technology curriculum; through well planned and resourced projects and experiences. We provide a broad and balanced curriculum to ensure the progressive development of knowledge and skills. To ensure this, the teaching of D&T across the school follows the National Curriculum through the use of Design and Technology Association's 'Projects on a Page' documents. Our D&T education involves two important elements - learning about the designed and made world and how things work, and learning to design and make functional products for particular purposes and users. When creating a Design and Technology project, we aim to ensure that all pupils: -

- Take part in activities which involve investigating and evaluating existing products
- Take part in designing and making activities in which children design and make 'something' for 'somebody' for 'some purpose'
- Are encouraged to use their individuality when designing and constructing their products
- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wider range of users
- Are taught the importance of making on-going changes and improvements during the making stages
- Critique, evaluate and test their own ideas
- Understand and apply the principles of nutrition and learn how to cook

- Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms
- Be familiar with and use the language associated with design and technology.

Here at Christ Church Primary School, we aim to develop the children's working vocabulary. Alongside the teaching of knowledge and skills, we also teach a range of vocabulary associated with DT. As part of the knowledge organisers, pupils are given a vocabulary list which will be taught and used throughout their lessons. Class teachers are responsible for teaching DT and lessons are enhanced by regular opportunities to work with experts in the topic area such as designers and chefs. We take every opportunity to develop links with outside agencies and experts, including the local high school, in order to enrich our DT provision. During each of their projects, pupils are encouraged to develop, apply and embed their knowledge and skills. Our DT Ambassadors give pupils the opportunity to work with our DT Subject Leader to continually develop our DT Curriculum. Over a two-year cycle, whole school DT projects are planned for, such as 'The Great Christ Church Menu', 'Dragon's Den' or the 'The CC Sewing Bee'. Our DT Subject Leader also provides learning opportunities through Cookery Club delivered to Key Stage Two pupils after school focusing around meals that follow aspects of the healthy Eatwell plate.

IMPACT

Our children enjoy the self-expression that they experience in Design Technology and apply this to other areas of the curriculum. They are always keen to learn new skills and work hard to perfect those shown to them. During every project, the children design and make products that solve real and relevant problems within a variety of contexts. As designers, children develop the skills and attributes they can use beyond school and into adulthood. Our children learn how to take risks, becoming resourceful, innovative, enterprising and capable individuals. Through the evaluation of past and present Design and Technology, they develop a critical understanding of its impact on daily life and the wider world. Children build on their skills each year through focusing on the same whole school themes. Overall, our 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.