At St George's CE Primary, our Design and Technology scheme of work aims to inspire pupils to be innovative and creative thinkers who have an appreciation for the product design cycle through ideas, creation and evaluation. We want pupils to be challenged and confident to take risks through drafting, designing, modelling and testing as well as reflecting and evaluating both their own and the work of others. Through our ambitious curriculum, we aim to build an awareness of the impact of design and technology on our lives and encourage children to become resourceful, enterprising citizens who develop skills to contribute towards future advancement.

INTENT

To develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
To 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.
To critique, evaluate and test their ideas and products and the work of others.
To understand and apply the principles of nutrition and learn how to cook.

Design and Technology at

St George's
Church of England Primary School
Bringing faith and education together

IMPLEMENTATION

- A sequence of planned, practical lessons across each year group with carefully planned progressive skills and knowledge with the five strands of design and technology (Design, Make, Evaluate, Technical knowledge, Cooking and nutrition) running throughout each unit or year group.
- A knowledge organiser which supports pupils in building a foundation of factual knowledge by encouraging recall of key facts and vocabulary,
- Opportunities for children to develop their skills in the six key areas of design technology; Mechanisms, Strictures, Textiles, Cooking and nutrition, Electrical systems (KS2) and Digital world (KS2)
- Each key area follows the design process set out in the National Curriculum (design, make, evaluate) and is supported by a particular theme linked to the pupils' learning.
- Discrete teaching of skills which build and develop unit upon unit
- Lessons incorporate a range of teaching strategies to ensure they are engaging and appeal to all learning styles.
- Support for children to allow all to meet the requirements of the National Curriculum.
- Opportunities to stretch pupils' learning are used where required.
- Links to the wider world to develop children's cultural capital.
- Lessons fully scaffold and support essential and age- appropriate sequenced learning
- Enrichment opportunities such as educational visits, workshops and visiting artists
- Staff are supported within their subject knowledge to deliver lessons of high standards to ensure pupil progression.

IMPACT

After the implementation of our Design and Technology curriculum, pupils should leave school equipped with a range of skills to enable them to succeed in their secondary education and beyond.We believe that our children will demonstrate that they are confident communicators, talking about their own learning journey through Design and Technology, will be able to self-evaluate and reflect upon their learning at different stages. The implementation of our curriculum will be monitored through both formative and summative assessments against age-appropriate learning objectives for each lesson. We will also use unit quizzes at the start and end of each unit to ensure retrieval and retention, enabling children to celebrate their success. Children will leave with a secure understanding of the principles of healthy eating, have built a repertoire of skills ,knowledge and understanding to produce high quality, innovative outcomes and have an appreciation for key individuals, inventions and events in history and of today that impact our world