

St Cuthbert's Catholic Primary School

Curriculum Intent

At St Cuthbert's Catholic Primary School, we want children to use creativity, problem solving and imagination to design and make products that solve real and relevant problems. Design technology provides opportunities for creative expression and problem-solving which are an important part of the personal development of an individual. Children have the opportunity to apply and continue to develop skills and knowledge from Mathematics, Science and other subjects within their Design Technology learning. They are encouraged develop their **confidence** and **resilience** through drafting design concepts, modelling and testing and to be reflective learners who evaluate their work and the work of others. Design Technology reflects our culture and society and so the teaching and learning of DT enables all children, including those with SEND needs, to better understand the rapidly changing world they live in. Our Design Technology curriculum is progressive, exploratory, and inclusive, building continually upon prior learning and skills.

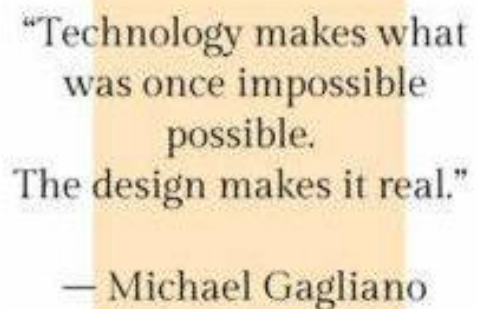
Our aim is to provide a curriculum that will allow the children to be:

- Creative, technical designers with a positive attitude to their own work.
- Able to develop skills to critique and evaluate their own ideas or products.
- Confident in applying a range of practical skills in the areas of textiles, resistant materials and food.
- Experienced in a range of design areas and explore the work of local, British and global designers throughout history

Implementation

As a school within the Bishop Hogarth Catholic Education Trust, we teach a progressive set of skills devised by subject specialists with industry knowledge in the field of Design Technology. This ensures that progression of skills and understanding is clearly mapped from Early Years to the end of Key Stage 3. Design Technology is interwoven with other curriculum subjects, giving meaning to their learning. During the Early Years, essential building blocks of children's design and technology capability are established. There are many opportunities for carrying out D&T-related activities in all areas of learning in the Early Years. Our Progression of Skills covers the Statutory Framework for both the Early Years and the National Curriculum for Key Stages 1, 2 and 3.

We teach our Design & Technology on a half-termly schedule, linking to our work in Science, History or Geography to give children the opportunity to make meaningful links and expand their understanding. We model techniques and skills across all key stages; explicitly teaching vocabulary, analysis and evaluation which the children apply to their work in design & technology and across the wider curriculum. The children have their own sketchbook, which they continue to add to as they move through the school. A key part of our design & technology teaching introduces children to a range of designers, utilising virtual tours of museums and galleries as well as making use of local resources.



“Technology makes what
was once impossible
possible.
The design makes it real.”
— Michael Gagliano

Our Skills progression is split into 5 strands of learning, incorporating design, making, evaluation and technical knowledge, ensuring depth of experience and progression

