Curriculum Intent Statement for Design and Technology

Our School Vision

"Our school is a church school with strong Christian foundations. We aim to provide the very best for every child in our school and to help them to reach their potential within a safe and secure Christian environment. Our current Vision is based on the school needs at the current aim and is based on:

"Be kind and compassionate to one another, forgiving each other, just as in Christ, God forgave you." Ephesians 4:32

St George's Church of England Primary School - supporting each other to courageously flourish, within our community, armed with our shield of Christian values. Be Kind. Be Compassionate. Be Forgiving."

Curriculum Intent

At St George's Primary School, we believe that the curriculum should:

- deliver a depth and breadth of learning
- excite and engage children
- be relevant to the school's improvement journey
- allow children to embrace challenges with resilience
- develop children who show compassion to all

Our curriculum aims to provide for progression through a balance of knowledge and skills across a combination of discreet teaching and robust cross curricular links. It will be made accessible to all children in a fully inclusive manner.

The whole curriculum should also contribute to children's moral, social, cultural and spiritual development in support of our vision for the St George's School community.

Design and Technology Intent

At St. George's children receive a design and technology curriculum which allows them to exercise their creativity through designing and making. The children are taught to combine their designing and making skills with knowledge and understanding in order to design and make a product. Skills are taught progressively to ensure that all children are able to learn and practice in order to develop as they move through the school. Evaluation is an integral part of the design process and allows children to adapt and improve their product, this is a key skill which they need throughout their life.

DT allows children to apply the knowledge and skills learned in other subjects, particularly Maths, Science and Art. Children's interests are captured through theme learning, ensuring that links are made in a cross curricular way, giving children motivation and meaning for their learning. Children will learn basic cooking skills.

Design and Technology Implementation

Our whole curriculum is shaped by our school vision which aims to enable all children, regardless of background, ability, additional needs, to flourish to become the very best version of themselves they can possibly be. We teach the National Curriculum, supported by a clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children. All teaching of DT should follow the design, make and evaluate cycle. Each stage should be rooted in technical knowledge. The design process should be rooted in real life, relevant contexts to give meaning to learning. While making, children should be given choice and a range of tools to choose freely from. To evaluate, children should be able to evaluate their own products against a design criteria. Each of these steps should be rooted in technical knowledge and vocabulary. Teaching staff can choose to teach DT in a short block or through weekly lessons. DT should be taught to a high standard, where each of the stages should be given equal weight.

The key skills we teach the children are through the following areas:

- Cooking – KS1 and KS2
- Electrical – KS2
- Mechanisms – KS1 and KS2
- Structures – KS1 and KS2
- Textiles – KS1 and KS2

Design and Technology Impact

By the time a child leaves St. George's CofE Primary we believe children should have:

- An excellent attitude to learning and independent working.
- The ability to use time efficiently and work constructively and productively with others.
- The ability to carry out thorough research, show initiative and ask questions to develop an exceptionally detailed knowledge of the users' needs.
- The ability to act as responsible designers and makers, working ethically, using finite materials carefully and working safely.
- A thorough knowledge of which tools, equipment and materials to use to make their products.
- The ability to apply mathematical knowledge and skills accurately.
- The ability to manage risks exceptionally well to manufacture products safely and hygienically.
- A passion for the subject.