

## Design and Technology St Nicholas C of E Primary School

**Vision** – The St Nicholas C of E Primary School curriculum provides a **hands on, investigative approach** with **memorable moments** and **challenge for all**. Through this, children develop **high expectations** and **aspirations** for themselves, **curiosity** and a passion to drive their own learning. Our values and moral code underpin an **ethos of care** within our **safe, nurturing environment**. We provide a **journey of learning** whilst developing each child holistically and recognising the uniqueness of every individual learner.

### Intent

Here at St Nicholas, Design and Technology is regarded as an inspiring, creative and **practical** area of the curriculum. It combines skills, knowledge, concepts and values to enable children to tackle real problems, whilst providing them with the opportunities to express their creativity, **critical thinking** and ideas. Children will be encouraged to use their creativity and imagination, to design, make and evaluate products that solve problems within a variety of contexts, considering their own and others' needs, wants and values.

Design and Technology skills are taught progressively through the school, ensuring children are able to access the next stage of their **learning journey**. As children progress, they should develop a more rigorous understanding of Design and Technology; allowing them to develop personal interests and passions within the subject. Children are encouraged to; Have fun, Explore and Experiment.

### Implementation

The teaching and implementation of the Design and Technology Curriculum at St Nicholas is shaped by the National Curriculum, and through the support of Kapow Primary and the Design and Technology Association's national scheme of work, Projects on a Page, children will experience an array of different progressive and linkable skills and techniques.

The scheme provides a clear curriculum structure, planning, and, innovating and interesting **hands on** projects, allowing teachers to plan for those **memorable moments** that will engage, **challenge** and inspire children.

- 'Projects on a Page' and Kapow allows for the delivery of Design and Technology projects with a clear structure:
  - **Investigative and Evaluate Activities:** Children will learn about existing products and Design and Technology in the wider world.
  - **Focused tasks:** Children will be taught the technical knowledge, designing skills and making skills required for a project.
  - **Design, Make and Evaluate Assignment:** Children will create functional products with users and purposes in mind, reflect upon the final product, and think of ways to improve and adapt.
- Each project emphasises the essentials of good practice, ensuring the children receive a genuine and beneficial Design and Technology experience.
- Areas of learning include; Structures, Mechanism (KS1) /Mechanical Systems (KS2), Textiles, Electrical Systems (KS2) and Cooking and Nutrition.
- Clear and appropriate cross curricular links will be used to underpin learning in areas across the curriculum; giving the children opportunities to learn life skills and apply skills to 'hands on' situations in a purposeful context.

- Children will have opportunities to work collaboratively; learning to support and help one another towards a challenging, yet rewarding outcome.

### **Impact**

At St Nicholas, our Design and Technology Curriculum is high quality, well thought out and is planned to demonstrate progression year on year, giving pupils the skills and knowledge and vocabulary that they need to move forward in their learning, alongside opportunities to apply their knowledge to different situations.

We ensure the children:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- 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
- Have the skills and confidence to critique, evaluate and test their ideas and products and the work of others
- Understand and apply the principles of nutrition and learn how to prepare dishes.

We use Insight to track children's progress on the key concepts identified in our skills progression. In addition, we measure the impact of our curriculum through; learning walks, pupil interviews and book monitoring.

Children learn how to take risks - becoming resourceful, innovative, enterprising and capable citizens. 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. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.