



Design Technology Overview

Why?

At St Peter's Church of England Primary School, Design and Technology aims to inspire pupils to be innovative and creative thinkers who have an appreciation for the product design cycle through ideation, creation, and evaluation. We want pupils to develop the confidence to take risks, through drafting design concepts, modelling, and testing and to be reflective learners who evaluate their work and the work of others. Through our carefully planned and sequenced curriculum, we aim to build an awareness of the impact of design and technology on our lives and encourage pupils to become resourceful, enterprising citizens who will have the skills to contribute to future design advancements.

How?

To support the delivery of Design & Technology at St Peter's Church of England Primary School, we use the Kapow Primary Design & Technology scheme. We follow a broad and balanced Design and Technology curriculum that builds on previous learning and provides both support and challenge for learners.

Our Design and Technology curriculum outlines the three main stages of the design process: design, make and evaluate. Each stage of the design process is underpinned by technical knowledge, which encompasses the contextual, historical, and technical understanding required for each strand.

Cooking and nutrition has a separate section, with a focus on specific principles, skills and techniques in food, including where food comes from, diet and seasonality.

We teach six key areas, which pupils revisit throughout the curriculum. These are:

- Cooking and nutrition
- Mechanisms/ Mechanical systems
- Structures
- Textiles
- Electrical systems (KS2 only)
- Digital world (KS2 only)

Lessons incorporate a range of teaching strategies from independent tasks, paired and group work including practical hands-on, computer-based and inventive tasks. This variety means that lessons are engaging and offers each pupil the opportunity to learn in a variety of ways.

What?

By the end of year 6, children will understand the functional and aesthetic properties of a range of materials and resources, and understand how to use and combine tools to carry out different processes for shaping, decorating, and manufacturing products.

Our curriculum will ensure pupils will build and apply a repertoire of skills, knowledge and understanding to produce high quality, innovative outcomes, including models, prototypes, CAD, and products to fulfil the needs of users, clients, and scenarios. In addition, pupils will understand and apply the principles of healthy eating, diets, and recipes, including key processes, food groups and cooking equipment.