Intent

At St Mary's, our D.T curriculum is based on providing children with the correct knowledge, skills and experiences to plan, make and evaluate projects that they are proud of. This also develops pupil problem solving skills. We encourage pupils to use their creative individualism to produce prototypes and final designs, which respond to a problem or build on a previous design. By the end of KS1, our children will have been taught a wide range of skills using many different materials and to develop their cutting, sticking and joining skills alongside their fine-motor development. It is important they develop their understanding of key vocabulary and apply this knowledge to their own work. Key Stage 2 builds on this firm foundation, developing children's skills and knowledge further, refining skills and developing a confidence to annotate their designs and final creations.

In St Mary's these aims are achieved through our Threshold Concepts.

Master practical skills: This concept involves developing the skills needed to make high quality products (we have highlighted a range of skills but they may be added to or changed as appropriate for your school).

Design, make, evaluate and improve: This concept involves developing the process of design thinking and seeing design as a process.

Take inspiration from design throughout history: This concept involves appreciating the design process that has influenced the products we use in everyday life.

Implementation

Our scheme of work in line with the National Curriculum and the delivery of Design and Technology projects have a clear structure of research, design, make and evaluate. A range of skills are taught, ensuring that children are aware of health and safety issues related to the tasks undertaken. Clear and appropriate cross-curricular links to underpin learning in multi areas across the curriculum giving the children opportunities to learn life skills and apply skills to 'hands on' situations in a purposeful context. Pupils undertake design tasks and use skills from across the curriculum to fully explore the design process evaluating work ensuring that it is of the highest possible quality. In Design Technology, children may well be asked to solve problems and develop their learning independently or as part of a team.

Impact

Children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum. They will ultimately know more, remember more and understand more about Design Technology, demonstrating this knowledge when using tools or skills in other areas of the curriculum and in opportunities out of school. We aim for the large majority of children will achieve age related expectations in Design Technology. As designers, children will develop skills and attributes they can use beyond school and into adulthood.