

# Curriculum Overview – Design Technology

## INTENT

At Milton on Stour Primary School, we are committed to providing an imaginative and creative curriculum for our pupils. We believe that children should design, make and evaluate products that solve real life and relevant problems within a variety of contexts, considering the views and needs of themselves and their market audience. They will acquire a broad range of subject knowledge and skills and draw on knowledge from other subjects such as mathematics, science, engineering, computing and art in their designing and making.

We recognise that design technology stimulates creativity and imagination and has the potential to develop pupil's self esteem, concentration, confidence, identity and team work. It enables pupils of all abilities to communicate what they see, feel and think through the use of designing and making.

We aim to expose children to a range of stimuli and for the children to use their oracy skills to ask questions, think creatively and express their responses to their work through evaluating their products.

Our teaching of design technology equips pupils with knowledge and understanding about

- Famous designers and architects
- How to design and create their own projects, using a range of techniques and media including food technology and textiles
- How to think critically and evaluate and appraise pieces of work
- How construction reflects and shapes our history and contributes to the culture, creativity and wealth of our nation.
- How mechanisms and electrical systems can be combined

We want children to enjoy their learning and immerse themselves in design and creativity, gaining knowledge and skills, not just through experiences in the classroom, but also with the use of outdoors, our topic projects, visitors and educational visits including our 11 before 11.

## IMPLEMENTATION

Design Technology is taught with links to class topics, ensuring that all knowledge is taught within a key stage. There is a three year rolling plan to ensure that product outcomes are the same for pupils across mixed age classes. The school teaching progression for Design Technology ensures pupils are taught the developmental skills relevant to each of the five areas including food technology, textiles, electrical systems, mechanisms, materials and structures.

## IMPACT

Impact will be measured at the end of each unit of work and assessments will be collated for each unit. At the end of the school year all units will be considered by teachers to make an overall judgement. The Design Technology subject leader will comprise a statement each year summarising the overall annual impact of the Design Technology Curriculum.

Our design technology curriculum ensures that 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 and critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook.
- can design and make a range of products with a good quality finish appropriate to the age and ability of the child
- learn to take risks, becoming resourceful, innovative and enterprising citizens
- through evaluation, develop a critical understanding of the impact of design technology on daily life and the wider world
- understand that high quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation