

What Design and Technology looks like at St James' CE Primary School

Intent	What we are aiming for in Design and Technology: At St James' we believe that Design & Technology prepares children to take part in the development of tomorrow's rapidly changing world. Creative thinking encourages children to make positive changes to their quality of life. The subject encourages children to become autonomous and creative problem-solvers, both as individuals and as part of a team. It enables them to identify needs and opportunities and to respond by developing ideas and making products and systems. Design and Technology education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own designs. It should teach children how Design and Technology has both reflected and shaped our history, and how it contributes to the culture, creativity and wealth of our nation.
Implementation	What Design and Technology looks like in our school: At St James', the teaching and implementation of the Curriculum is based on the National Curriculum. This is largely planned using Kapow Curriculum in KS1 and KS2 and Development Matters in EYFS. This curriculum is supplemented by the Design and Technology association Projects on a Page. Early Years In the Foundation Stage, Design and Technology is integrated into the provision. This can be seen within the continuous provision (for example construction and creative workshop areas) and adult led activities (for example woodwork). The Design and Technology curriculum can specifically be seen through Physical Development and Expressive Arts and Design statements from 'Development Matters in the EYFS' and the PSED Early Learning Goals. D&T also enables the development of children's Characteristics of Effective Learning: encourage the children to achieve a goal; learn key physical skills; explore a variety of materials and to explore how things work. Key Stages 1 & 2 Across Key Stages 1 and 2 DT projects are based around a design and technology subject focus of structures, mechanisms, cooking and nutrition or textiles. Where meaningful links are possible, projects are linked to the main topic of the term. The design and technology curriculum's electronic systems and IT monitoring and control elements are explicitly taught in our science projects to ensure the links between the subjects are highlighted. All the projects follow a structure where children are introduced to key concepts and build up knowledge and skills over time, using a more comprehensive range of equipment and building, cutting, joining,

	finishing and cooking techniques as they progress through school. All projects contain focused, practical tasks in the Develop stage to help children gain the knowledge and skills needed to complete their Design brief independently. Throughout Key Stages 1 and 2, children build up their knowledge and understanding of the iterative design process. They design, make, test and evaluate their products to match specific design criteria and ensure they fit their purpose. Where possible, we look for opportunities to enhance the teaching of design and technology with enrichment activities including trips and visitors
Impact	What will the results be: By the time children leave St James', as well as meeting the National Curriculum requirements, we want them to have developed the skills to become critical thinkers. They will be able to analyse and assess existing designs for their effectiveness and then consider ways of redesigning to improve its overall success. Through D&T, our children will learn to take risks, become resourceful, innovative and enterprising individuals. We want children to be passionate and excited by the designing and making of products including working with, preparing and tasting food.