

The Big picture (Overview)

The national curriculum for design and technology aims to ensure that all pupils: 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. 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.

What it's like to be a designer in our school (pupil voice)

We get to design and make things.

In DT we got to design and make a bag out of a t-shirt.

It's fun when we have lessons where we make food.

I like making a range of different foods that I haven't tried before.

I enjoyed designing and making a car in DT.

Teaching and Learning (Key learning and skills)

Children in our school develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

Children 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

The children at St Finbar's understand and apply the principles of nutrition and learn how to cook. They design and make a range of products. A good quality finish will be expected in all design and activities made appropriate to the age and ability of the child.

What we want our curriculum to help our children know and do (Intent)

Design and Technology is an inspiring, rigorous and practical subject. Design and Technology encourages children to learn to think and intervene creatively to solve problems both as individuals and as a team. We encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators and risk-takers.

How we organise our curriculum (Implement)

Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in an iterative process of designing and making. The children work in a range of relevant contexts (for example home, school, leisure, culture, enterprise, industry and the wider environment).

When designing and making children are taught the 4 main principles of design and technology: design, make, evaluate and technical knowledge.

How we know children are knowing and doing more (Impact)

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.