St Mary's CofE Primary School

Design and Technology Intent, Implementation and Impact Statement

Intent

The curriculum intent takes into consideration:

- **The ethos, vision, and values of the school**
- **The specific areas of development for the school**
- **Relevant national strategies**
- **What you want the children to learn**

The aims of our Design and Technology curriculum are to enable every child to 'Let their light shine'. All children will:

- 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.

At St Mary's Primary School, we intend to build a Design Technology curriculum which develops pupils' learning, knowledge and skills. Children will know more, remember more and understand more.

We intend to design a Design Technology curriculum with appropriate subject knowledge, skills and understanding as set out in the National Curriculum Design Technology Programmes of study, to fulfil the duties of the National Curriculum whereby schools must provide a balanced and broadly-based curriculum which promotes creativity and imagination, where pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens.

Implementation:

The implementation of the curriculum relates to how the learning is going to be delivered across the school, taking the intent of the learning, and translating it into a progressive and effective curriculum.

At St Mary's we follow the Kapow Primary's Design and Technology scheme of work which covers the requirements of the National Curriculum.

The scheme is a whole school approach which consists of six areas of learning:

- Cooking and Nutrition
- Mechanisms/ Mechanical Systems
- Electrical Systems
- Digital World
- Structures
- Textiles

Within these six areas of learning, the Design and Technology curriculum will develop the four skills strands of:

- Design
- Make
- Evaluate
- Technical Knowledge

Some projects in the year will focus on particular skills e.g. making skills.

Each area is revisited every year to allow children to build on prior learning. The Design Technology National Curriculum and EYFS is planned for and covered in full within the EYFS, KS1 and KS2 school curriculum. Whilst the EYFS and National Curriculum forms the foundation of our curriculum, we make sure that children learn additional skills, knowledge and understanding and enhance our curriculum as and when necessary. A range of skills will be taught ensuring that children are aware of health and safety issues related to the tasks undertaken.

In addition to following the Kapow scheme of work, teachers may plan additional lessons. These will be in order to react to events that happen within the school community or the wider world. Each year group will also take part in Forest School and learn a progression of Forest School based making skills using a range of tools and techniques.

As part of their project work, children are to be introduced to inventors, designers, chefs, manufacturers and engineers, who have been influential in the Design and Technology industries and to recognise the potential to work within these fields.

Impact:

This relates to how staff identify that the curriculum is having a positive impact on pupils' learning, how to identify gaps in their learning and how to fill these.

- Children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum.
- Children will ultimately know more, remember more and understand more about Design Technology, demonstrating this knowledge when using tools or skills in Design and Technology, other areas of the curriculum and in opportunities out of school.
- 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.