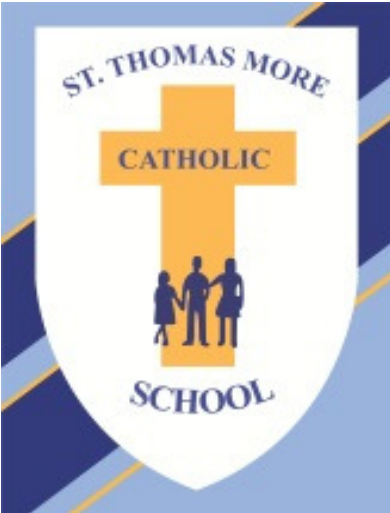


St Thomas More Catholic Primary School Curriculum Statement

Design Technology

A community working through prayer, celebration and learning, to achieve excellence.

Intent	Implementation	Impact
<p>The school's senior leadership team will:</p> <ul style="list-style-type: none"> Develop and monitor planning and learning to ensure all children are helped to reach their potential. Ensure teaching and learning provision and standard are in line with the current educational curriculum and national levels of expectation. 	<p>Our typical teaching sequence will be:</p> <ul style="list-style-type: none"> Big Questions: Placing the DT being studied in the context of a question. Variety of creative and practical activities to teach knowledge, understanding and skills needed to engage in an iterative process of designing and making. The children design and create products that consider function and purpose and which are relevant to a range of sectors. The children will design, make, break and remake using technical knowledge. 	<p>Our children and pupil voice will ensure:</p> <ul style="list-style-type: none"> Children 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 or a wide range of users and critique, evaluate and test their ideas and products and the work of others. Children understand and apply the principles of nutrition and learn how to cook. Children will 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 children.
<p>The curriculum leader will:</p> <ul style="list-style-type: none"> Ensure that Design and Technology is an inspiring, rigorous and practical subject. Which is balance and varied. Ensure the Design and Technology curriculum encourages children to learn to think and intervene creatively to solve problems both as individuals or as members of a team. At St Thomas More 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. Promote links to other subjects such as mathematics, science, engineering, computing and art. 	<p>Our design and technology process will:</p> <p>Design:</p> <ul style="list-style-type: none"> Use research and develop design criteria to the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional diagrams, prototypes, pattern pieces and computer-aided design. <p>Make:</p> <ul style="list-style-type: none"> Select from and use a wider range of tools and equipment to perform practical tasks (for example: cutting, shaping, joining and finishing, as well as chopping and slicing) accurately. Select from and use a wider range of materials, ingredients and components, including construction materials, textile and ingredients, 	<p>The curriculum leader will:</p> <ul style="list-style-type: none"> Celebrate the successes of pupils through planned displays. Collate appropriate evidence over time which evidences that pupils know more and remember more. Monitor the standards in the subject to ensure the outcomes are at expected levels. Provide ongoing CPD support based on the outcomes of subject monitoring to ensure that the impact of the curriculum is wide reaching and positive.

<ul style="list-style-type: none"> Ensure the Design and Technology is well considered and children learn about real life structures and the purpose of specific examples, as well as developing their skills throughout the programme of study. 	<p>according to their functional properties, aesthetic qualities and where appropriate, taste.</p> <p>Evaluate:</p> <ul style="list-style-type: none"> Investigate and analyse a range of existing products. Evaluate their ideas and products against their own design criteria and consider views of others to improve their work. Understand how key events and individuals in design and technology have helped shape the world. <p>Technical knowledge:</p> <ul style="list-style-type: none"> Apply their understanding of hoe to strengthen, stiffen and reinforce more complex structures. Understand and use electrical systems in their products. Apply their understanding of computing to program, monitor and control their products. Understand some of the ways that food can be processed and the effect of different cooking practised (including baking and grilling). 	
<p>The class teacher, and other staff responsible for delivery of the programme, will, with support from the curriculum leader:</p> <ul style="list-style-type: none"> Give opportunities for children to reflect and evaluate past and present design technology and its uses and its effectiveness and encourage them to become innovators and risk takers. 	<p>Our children will be:</p> <ul style="list-style-type: none"> Learn to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of the past and present design and technology they develop a critical understanding of its impact on daily life and the wider world. 	