Design Technology – St Francis of Assisi RC Primary School

Intent

At St Francis of Assisi RC Primary School, we aim to provide a broad and balanced design and technology curriculum, preparing our children for their next stage of life.

We believe our design and technology curriculum is inspiring, rigorous and practical, using creativity and imagination as a source of inspiration. Pupils at St Francis of Assisi design and make products within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and we enable them to master their knowledge through other curriculum areas such as art, mathematics, science and computing. We encourage pupils to become resourceful, innovative, enterprising and capable citizens. Through exploration and awareness of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. Design technology helps all children to become discriminating consumers and potential innovators. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

At St Francis of Assisi, it is paramount that our design and technology be purposeful through various innovative designs which solve real and relevant problems within a variety of different contexts. The iterative design process is fundamental and runs throughout all lessons and year groups. This sequential process encourages children to identify real and relevant problems. As part of the iterative process, time is built in to reflect, evaluate and improve on prototypes using design criteria throughout to support this process. Opportunities are provided for children to evaluate key events and individuals who have helped shape the world, showing the real impact of design and technology on the wider environment and helping to inspire children to become the next generation of innovators.

Implementation

As part of the planning process, Subject leaders and teachers will plan the following for in preparation of teaching the lessons:

- Design Technology Curriculum Map and Progression of skills. This outlines knowledge and skills (including vocabulary) all children must master.
- A series of lessons, which carefully plans for progression and depth.
- End of topic quiz which is tested regularly to support learners' ability to block learning and increase space in the working memory.
- Lessons will intend to inspire pupils and practitioners
- Challenge questions for pupils to apply their learning in a philosophical/open manner.
- Enrichment opportunities to enhance the learning experience.
- Displaying and celebrating the pupils' artwork in their class, around school and in the wider community.
- Themed Days to focus learning through real life experiences.

Impact

Our Design Technology Curriculum has been well thought out and has been planned to demonstrate progression of skills. We want to ensure that design and technology is loved by teachers and pupils across the school, therefore encouraging them to want to continue building on this wealth of skills and understanding, now and in the future. In addition, we measure the impact of our curriculum through the following methods:

- A reflection on skills achieved against the planned outcomes.
- Pupil discussions about their learning; which includes discussion of their thoughts, ideas, processing and evaluations of work. (PAQ)
- Learning Walks
- Key questioning integrated into lessons
- Book Scrutiny
- Staff Attitudinal Questionnaire.