

## Our Design Technology Curriculum

### Our Vision

At St John's, we believe that Design Technology helps to prepare children for the developing world. The subject encourages children to become creative problems solvers, both as individuals and as part of a team. Through the study of Design Technology, they combine practical skills with an understanding of aesthetic, social and environmental issues. Design Technology lessons at St John's, intend to help all children become informed consumers and potential innovators.

### Curriculum intent

Our intent is to deliver the national curriculum in such a way that children are assisted in developing a greater awareness and understanding of how everyday products are designed and made.

At St John's, we build children's knowledge of Design Technology around three key concepts:

- Food Technology
- Textiles
- Design and construction

By the time children reach Year 6, our children should be confidently performing everyday tasks and applying their knowledge, understanding and an increased level of skills as they progress through the school. They will be on the way to becoming risk takers and innovators and will have used a range of tools, resources and materials, including the use of IT, to create effectively constructed and aesthetically pleasing results. This, along with a strong focus on the importance of evaluation, allows children to adapt and improve their work, providing them with not only a sense of achievement, but a strong foundation for the next step of their learning and a key skill for life.

### Implementation

The Design Technology teaching throughout St John's Primary School follows the National Curriculum design, make and evaluate cycle. Through this they acquire a broad range of technical knowledge and vocabulary whilst also drawing on disciplines such as Mathematics, Science, Engineering, Computing and Art.

## Design

Rooted in real-life, relevant contexts, children design products with a purpose and an intended user of the products in mind. They use research and develop design criteria to inform the design of innovative, functional, appealing and fit-for-purpose products. Planning should be through appropriate formats ie. annotated sketches, patterns/templates, communicating ideas verbally and prototypes/'mock-ups'. In some cases, designs will be computer aided.

## Make

Whilst making, children will be given a wide range of tools, materials and components including textiles, construction equipment and ingredients. They build and apply a repertoire of knowledge, understanding and skills (ie. cutting, shaping, joining and finishing) in order to make high-quality prototypes and products for a range of users.

## Evaluate

Children at St John's learn to critique, evaluate and test their ideas and products as well as the work of others. They investigate and analyse a range of existing products to understand how individuals and key events have shaped design and technology globally. In addition, they learn to evaluate their work against their own design criteria and consider the views of others in order to improve their work.