

Design and Technology at St Joseph's

Curriculum Intent, Implement, Impact

Intent

At St Joseph's it is our aim to develop our children's creativity and give them opportunities to explore their imagination and develop their artistic skills. Our Design and Technology curriculum has been specifically tailored to meet the unique context of our school which is a diverse community in inner city Manchester. We follow the National Curriculum programme of study beginning with opportunities for pupils to start developing their talents and skills from Nursery through to the end of Key Stage 2. Our curriculum is designed to be broad and balanced, providing all pupils with the opportunity to meet the aims of the National Curriculum so that they have opportunities to explore their ideas, plan, create and evaluate their own work and that of other great designers, to explore the work of other designers and understand how design and technology have reflected and shaped our history.

At St Joseph's we aim to give our children the tools and skills they need to invent and create their own masterpieces.

Implementation

We will give our pupils opportunities to learn about design and technology and to build high levels of competence in the subject specific skills of:

- Exploring, investigating and evaluating existing products
- Developing ideas and design their own product for a specific purpose
- Make and test their designs
- Evaluating and improving their work
- Knowledge of significant designers and how their work has shaped our world and contributed to culture
- Selecting and using appropriate tools; using tools to manipulate materials and create different types of design

The National Curriculum for design and technology is used as the basis for our curriculum planning and the development of units of work which are progressive and ensure continuity of learning across the key areas above. The pupils are also taught to plan, create and evaluate their work. Pupils learn about great designers which will also be stimuli for their own creative work. From EYFS to the end of Key Stage 2, the units in design and technology are linked with learning across the wider curriculum and complement the learning in Art, RE, Science, History and Geography.

A curriculum coverage file is kept for each class which enables both class teachers and the subject leader to monitor coverage and identify progress. Design and Technology is taught in block units each term.

Resources are located in a D&T storage area, with additional resources ordered throughout the year as they are required.

Assessments are carried out in various forms:

- Formative assessment during lessons
- Assessment of final pieces of work at the end of each term
- Whole-class assessment based on AREs.

Outcomes from these assessments are used to inform teacher about their planning, which areas have been covered and to what extent the pupils are meeting the AREs. This, combined with other forms of monitoring, helps to inform the subject leader's action plan in design and technology for the following school year and to inform aspects of learning that need to be strengthened to improve the quality of provision and to enhance pupil progress.

Impact

Children will:

- produce creative work using the skills they have learnt
- explore their ideas and record their experiences
- become skilled in investigating and evaluating existing products
- making, testing, evaluating and improving their own products
- know about different materials, techniques, designs and designers

A high quality of design and technology education will also develop a range of skills that are transferable to other curriculum areas, particularly Art, RE, Science, History and Geography.