



# Design and Technology

At St Osburg's, we believe that Design and Technology should enable children to become autonomous and creative problem solvers.



## Intent- We aim to

Develop imaginative thinking to enable discussions about likes and dislike when designing.



Ensure all children gain the technical knowledge of mechanism, textiles, electrical circuits and structures.

Give the children the opportunity to test and evaluate existing products and those they have created to decide if they meet the need of the consumer and if they don't, to discuss changes that could be made.

Give children the understanding of how design and technology has changed over time and how it evolves today, through opportunities to research various products.

Ensure children know the importance of good nutrition and how to apply this when creating food products for a variety of purposes

## Implementation



At St Osburg's our design and technology curriculum is taught through a termly project which has a focus on different skills. Each project follows the 'Design, Make and Evaluate' process. Each stage of the design process is underpinned by technical knowledge which encompasses the contextual, historical and technical understanding required for each strand. The children will have the opportunity to combine practical skills with an understanding of aesthetic, social and environmental issues. They will be given the opportunity to evaluate existing products, taking note of the materials, mechanisms, construction and designs to then inform their own plan-

## Assessment



Students will be assessed against the progression of skills document for the relevant year group along with the consideration of the following points:

- Quantity and quality of participation.
- Progression.
- Attainment and ability.

## Key Skills



Mechanisms



Structures



Textiles



Electrical Circuits



Food



## What this looks like at St Osburg's

At St Osburg's we have designed a bespoke design and technology curriculum following the guidance set out in the NC and have tailored this to our children.

- In EYFS, the children learn how to think imaginatively and talk about what they like and dislike when designing and making. They build upon their own early childhood experiences of investigating objects around them to explore how familiar things work
- Through KS1 and KS2 the children think about what products are used for and consider the needs of the people who use them. They identify what works well and what can be improved in their own and other people's designs. They draw on knowledge and understanding from other areas of the curriculum.
- In KS1 and KS2, design and technology is taught for 3 half terms per year, weekly.

## Impact

The impact of our Design and Technology curriculum is for the children to have a 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 other areas of the curriculum and in opportunities out of school. The skills and attributes they develop will benefit them beyond school and into adulthood: the ability to use time efficiently, work with others productively, show initiative, independence, resilience and manage risks effectively will ensure well-rounded citizens who will make a difference in the wider world.

## SEND in Design and Technology

At St. Osburg's we are ambitious of what our SEND children can achieve. All children will be supported through differentiation, adaptation or adult support, to enable equal access to learning in Design and Technology.