

Design Technology at Corpus Christi

Intent

At Corpus Christi, children receive a Design and Technology curriculum which allows them to exercise their creativity through designing, making and evaluating.

We aim to plan and deliver a Design and Technology curriculum that:

- Allows our children to become creative learners and promote imagination through a practical subject that will excite and engage all.
- Encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team.
- Provides opportunities for our children to design and make products that solve real and relevant problems within a variety of contexts.
- Captures children's interests through theme learning, ensuring that links are made in a cross curricular way, giving children motivation and meaning for their learning.
- Allows children to apply the knowledge and skills learned in other subjects, such as Maths, Science, History, Geography and Art.
- Has evaluation as an integral part of the design process and allows children to adapt and improve their product; this is a key skill which they need throughout all areas of their life.
- Ensures children understand the principles of nutrition and healthy eating.
- Ensures children have developed key skills in problem solving, have become reflective learners and understand how to work safely with a variety of tools and materials.
- Teaches skills progressively to ensure that all children are able to learn and practice in order to develop as they move through the school.

Implementation

Currently KS1, Years 3 and 4 and Years 5 and 6 are working together to implement the Design Technology curriculum.

- We teach the National Curriculum, supported by a clear skills and knowledge progression. This ensures that skills and knowledge are built on year by year and sequenced appropriately to maximise learning for all children.
- All teaching of DT should follow the design, make and evaluate cycle. Each stage should be rooted in technical knowledge.
- The design process should be rooted in real life, relevant contexts to give meaning to learning.

	• While making, children should be given choice and a range of tools to freely use. • Children should evaluate their own products against a design criteria. • Each of these steps should be rooted in technical knowledge and vocabulary. The key skills we teach the children are: • sewing and textiles • cooking and nutrition • electrical and mechanical components • Using materials
Impact	The impact of our Design Technology curriculum is that children will: • Have an excellent attitude to learning and a passion for the subject. • Become thoughtful learners when self-evaluating their work and others by offering ways in which it can be improved. • Use time efficiently and work constructively and productively with others. • Carry out research, show initiative and ask questions to develop an exceptionally detailed knowledge of users' needs. • Act as responsible designers and makers, using materials carefully and working safely. • Have a knowledge of which tools, equipment and materials to use to make their products. • Apply mathematical knowledge and skills accurately. • Manage risks to manufacture products safely and hygienically. • Demonstrate our school values by persevering with new skills and being respectful with equipment and their peers' creations. • Have a clear understanding of technical vocabulary used within Design Technology and use it appropriately. • Understand the need and importance of a healthy diet while preparing simple dishes / snacks.