

Design and Technology Curriculum Statement

"It's not faith in Technology.
It's faith in people."

Steve Jobs



*Look up, Aim
high, Shine bright.*

You are the light of the world. Matthew 5.14

Intent

Our intent is that every child has the opportunity to 'Look up, Aim high and Shine bright'. To do this we offer a broad and balanced design and technology curriculum that inspires courage, challenges children to take creative risks and fuels their individuality, dreams and ambitions.

Our intent is that we have faith in our children to -

- Learn, research and discover great designers, inventors, engineers, methods and designs,
- Experiment, investigate and explore ideas that challenge,
- Have high expectations of themselves,
- Develop perseverance and courage through 'trial and error'
- Consider different viewpoints, ideas and concepts,
- Confidently ask questions to extend their learning,
- Become skilled in investigating designs, prototypes, systematically replicating designs from drawings,
- Adapt work, materials and methods along the way when setbacks happens,
- Cultivate friendships and develop a greater understanding of working in a team,
- Perfect ideas till the creation of finished products,
- Evaluate and analyse works using key vocabulary, and
- Develop a determination to improve their practice and further their learning.

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Implementation

The children are taught Design and Technology which is based on the National Curriculum and linked to termly topics to ensure an immersive approach to this creative subject. Approximately thrice throughout the year, with a rolling programme of two years in Keystage One and four years in Keystage Two, the children experience high quality lessons that shape their knowledge, spiritual, social, moral, emotional and cultural development. They are given the skills necessary to express their individuality, communicate their thoughts and feelings and show courage in their creative choices.

The areas covered include drawing, painting, sculpture, print, collage and textiles. In addition children explore the works and styles of famous, local, national and international artists and designers, and try their hand at photography, architecture and ceramics.

EYFS

Our EYFS provision encourages children to investigate, construct, build, make and explore their ideas by using a wide range of both indoor and outdoor construction, design and building equipment and materials. All areas of the classroom can be independently and instantly accessed. Enhanced provisions encourage children to experiment with varied tools, materials as a group or focused activities with the support of the adults within the setting.

Impact

The **impact** of Design and Technology can be evidenced in the following ways:

- Children can combine practical, creative and reflective skills to become astute, informed consumers and innovators,
- Children have opportunities to build courage, perseverance and confidence to solve real life practical problems with a 'can do' attitude,

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- Children are inspired and enthused to 'Look up, Aim high, Shine bright' and pursue Design and Technology as further study or as a future career.

What our children say



"We get told what we are learning but we get to design what it looks like."

"Technology is the use of phones, laptops and devices."

"It inspires me to make things out of school"

"I create my own inventions at home."

"We built structures outside on the field out of sticks and string."