

Carnforth Christ Church C of E Primary School

DESIGN TECHNOLOGY INTENT STATEMENT

Mission Statement

Christ Church C of E Primary School is a vibrant, stimulating and caring educational community which exists to celebrate the uniqueness of every person, made as they are in the image and likeness of God.

Rationale

Design and Technology involves applying knowledge and skills when designing and making products. The activities undertaken will enable our children to consider the needs of individuals and society within a caring community. Undertaking design and technology activities in school will give the children at Christ Church C of E Primary School opportunities to use a range of materials and processes and to work independently or as part of a team. We would hope that the activities undertaken here at Christ Church C of E Primary School will also reflect the children's local environment and support them in the wider world.

The purpose of this statement is to make it clear how our curriculum should meet the needs of the children of Christ Church CE School.

INTENT:

We intend our Design Technology curriculum to allow:

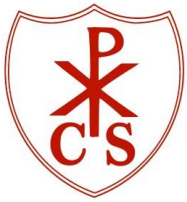
- Children to exercise their individual creativity through designing and making products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.
- Children to combine their designing and making skills with knowledge and understanding.
- Skills to be taught progressively to ensure that all children are able to learn and practice in order to develop as they move through the school.
- Children to explore a range of challenges and find their own creative solutions.
- Children to develop creativity, resilience and problem-solving and critical thinking skills that will equip them not only for the challenges faced in their DT lessons but also challenges they might face in their wider lives.
- Children to apply the knowledge and skills learned in other subjects, particularly Maths, Science and Art and could lead to a wide range of future careers.
- A passion for creativity and individuality where children are inspired to become the nation's next generation of innovative engineers, designers, chefs and crafts people.
- Children's own interests to be captured through topic themed learning, ensuring that links are made in a cross curricular way, giving children motivation and meaning for their learning.

IMPLEMENTATION:

To achieve our intentions, we will:

- Deliver the design technology curriculum through our own schemes of work based on the

Vibrant Stimulating Caring



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National Curriculum 2014.

- Plan lessons in conjunction with other subjects, based around a cross-curricular topic theme.
- 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 are given choice and a range of tools to choose freely from.
- Ensure that children are able to evaluate their own products against a design criteria. Each of these steps should be rooted in technical knowledge and vocabulary.
- Teach DT to a high standard, where each of the stages should be given equal weight.

There should be clear progression across the key stages as they are passed up through each year group.

In KS1 this looks like:

Design:

- Design should be rooted in real life, relevant contexts to give meaning to the learning.
- Planned through appropriate formats: drawing, templates, talking and mock-ups.

Make:

- Children should be given a range of tools for their projects to choose from.
- Children should use a wide range of materials and components; textiles, construction equipment and ingredients.

Evaluate:

- Evaluate existing products.
- Evaluate their own products against design criteria.

In KS2 this looks like:

Design:

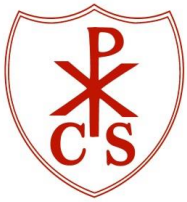
- Rooted in real life, relevant contexts to give meaning to the learning.
- Researched designs based on functional, appealing products with purpose.
- Planned by appropriate methods; annotated sketches, cross-sectional diagrams, prototypes, pattern pieces and computer aided design.

Make:

- Children can select from a wider range of tools than KS1.
- Children should use from and select a wider range of materials and components; textiles, construction equipment and ingredients.

Evaluate:

- Evaluations should be in comparison to existing products.
- Children should evaluate against a design criteria.
- Children should understand how key events and individuals have helped shape design and



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technology globally – products are in context.

IMPACT:

Through these implementations, our children will:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users and critique, evaluate and test their ideas and products and the work of others.
- Understand and apply the principles of nutrition and learn how to cook. Children will design and make a range of products. A good quality finish will be expected in all designs and activities made appropriate to the age and ability of the child.
- Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world.
- Our school's DT teaching will make an essential contribution to the creativity, culture, wealth and well-being of the nation.

Children will be assessed using the Lancashire KLIPS to assess key learning and coverage across the school.

Monitoring

Our curriculum is reviewed and monitored on an annual basis in the Summer Term. This statement of curriculum intent will be reviewed every three years, in the Autumn Term, to reflect any changes made to the curriculum.

Mr David Kelly
Design Technology Subject Leader
October 2020