



Design and Technology

Intent, Implementation and Impact Statement

Intent	Implementation	Impact
<p>At St Paul's C of E Academy, we are committed to providing all children with learning opportunities to engage in Design and Technology.</p> <p>We believe Design and Technology is about designing and making products for a specific user and purpose. It involves children in learning about the world we live in and developing a wide range of knowledge and skills through designing and making. It helps children to think through problems creatively, about how to organise themselves and how to use knowledge and skills to bring about change and to shape the environment.</p> <p>Through Design and Technology children become discriminating and informed users of products and become innovators.</p> <p>At St Paul's C of E Academy, we believe Design and Technology offers opportunities for all children to:</p> <p>Develop their capability to create high quality products through combining their designing and making skills with knowledge and understanding;</p>	<p>To ensure high standards of teaching and learning in Design and Technology, we implement a curriculum that is progressive throughout the whole school. This ensures that all children are challenged in line with their year group expectations and are given the opportunity to build on their prior knowledge.</p> <p>Following the Cornerstones curriculum one project is planned and undertaken each term. The children in their designing and making will apply knowledge and skills of: textiles, food, mechanisms, mechanical systems and structures.</p> <p>All design, make and evaluate projects provide learning opportunities for developing creativity through designing skills such as generating, exploring, modifying ideas through drawing, and modelling with materials.</p> <p>The design process is rooted in real life, relevant contexts to give meaning to learning</p>	<p>At St. Paul's C of E Academy our children will have clear enjoyment and confidence in design and technology that they will then apply to other areas of the curriculum. This will enable our children to:</p> <p>Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world</p> <p>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</p> <p>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 design and activities made appropriate to the age and ability of the child.</p> <p>Children will learn how to take risks, becoming</p>

Develop a sense of enjoyment and pride in their ability to make;
nurture creativity and innovation through designing and making;
Develop an interest and understanding of the ways in which people from the past and present have used design to meet their needs.

Key vocabulary for all projects is introduced via Knowledge Organisers.

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. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation