All Saints Church School

Design Technology Intent, Implementation, and Impact Statements

Jesus says...

'All things are possible if you believe'

Mark 9:23

Intent

At All Saints Church School, the Design and Technology curriculum has been designed to inspire pupils to be innovative, creative thinkers who have a deep appreciation for the product design cycle through ideation, creation, and careful evaluation. The process of STEAM mirrors the core strands of Design and Technology, enabling all to access the three-step process in greater detail; making relevant links to topics.

We will enable pupils to develop the confidence to take risks, through drafting design concepts, modelling, and testing, and to be reflective learners who evaluate their work and that of their peers. Through our progression of skills, we aim to build an awareness of the impact of design and technology on our lives and encourage pupils to become resilient, resourceful citizens of the world who will have the skills to contribute to future design advancements.

Our flexible scheme of work enables pupils to meet the end of key stage attainment targets within the national curriculum whilst moving to meet the needs of individual classes and their topics.

Implementation

The Design and Technology national curriculum outlines the three main stages of the design process: design, make and evaluate. At All saints Church School, we

have developed these stages further to allow children to deeply embed these skills through our STEAM approach. Each stage of the design process is underpinned by technical knowledge which encompasses the contextual, historical, and technical understanding required for each strand.

Our bespoke approach to Design and Technology ensures all children are challenged in line with their year group expectations and are given the opportunity to build on their prior knowledge. The progression of skills assures that all children receive solid foundations in each of the core strands. Skills are taught sequentially within each year group, allowing children to meet their end of key stage attainment targets. Through our Design and Technology teaching, pupils respond to design briefs (Ask) and scenarios that require consideration of the needs of other, developing their skills in the following key areas:

- Mechanisms
- Structure
- Textiles
- Cooking and Nutrition (food)
- Electrical Systems (KS2)

Each of the key areas works in line with our STEAM process and design and technology units link to the topics the children are learning.

Lessons incorporate a range of teaching strategies from independent tasks, paired and group work including practical hands-on, computer-based and inventive tasks. This variety means that lessons are engaging and appeal to those with a variety of learning styles. Careful differentiation enables pupils of all levels to be supported and stretched where appropriate.

Impact

The impact of our Design and Technology curriculum is in the development of our pupils being able to approach problems creatively and in a range of ways, applying their knowledge from across the curriculum areas independently. By providing a range of contexts and the necessary skills, we endeavour to support pupils in their

future educational journey and in the understanding of the ever-developing world around them. 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. We ensure that children who need additional support, are identified, and additional provision and strategies are planned in and discussed with class teachers. We expect the children to know more, remember more and understand more about Design and Technology.