



Design Technology at St Columba's Catholic Primary School



Intent

At St Columba's, we aim to engage and inspire children in Design Technology. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils 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 aim is for all children, in Design Technology, at St Columba's to:

- 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 to design and make high-quality prototypes and products for a wider range of users.
- 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.

Implementation

At St Columba's we teach a Design Technology curriculum which ensures that children can learn, practice and build on their prior skills and knowledge. Whilst also ensuring a progression of skills and knowledge throughout each year group.

Our Design Technology curriculum at St Columba's is structured in the following way.

- Explore – To look at products (in detail) similar to that which they will designing and making
- Design – Consider end user and purpose of the product. Use diagrams and exploded diagrams to clearly label components parts.
- Make – Choose the correct materials and tools required to assemble their product.
- Evaluate – Critically evaluate what has worked and what can be improved. Ask questions about their product to understand if the product is fit for purpose? If not, how could the product be improved?
- Technical knowledge – Applying skills and knowledge throughout the design process, while using appropriate key vocabulary and technical terminology.

Impact

Design Technology at St Columba's is planned to a high quality that is planned to demonstrate a progression of skills and knowledge-based learning.

Throughout our EYFS, KS1 and KS2 curriculum, our children will:

- *use technical language and terminology.*
- *be able to consider effectively the right tools needed to complete a task.*
- *reflect on choices and achievements against planned outcomes.*
- *be able to confidently discuss their learning and achievements, which includes discussion of their ideas, processes and evaluations of work.*
- *understand how and why products are produced.*

At St Columba's our evidence is collected through:

- Our exercise books which are kept individually by class teachers in KS1 and KS2
- SeeSaw
- Pictures and video clips
- Assessed knowledge organisers within exercise books showing children's attainment
- Discussion with pupils, staff, governors
- Pupil voice