

Design & Technology Intent Statement



As a welcoming and inclusive family school we will embrace all members of our community. St. Stephen's will strive to foster an enriched love of learning embodied in the Word of Christ by celebrating and nurturing a child's full potential, for we believe that Jesus Christ is the Light of the World. The light shines in the darkness and the darkness has not overcome it. (John 1:5)

Mission Statement: St. Stephen's is rooted in Christian faith and committed to excellence: encouraging staff to excel, pupils to flourish, and all to feel secure, valued and loved.

Intent:

At St. Stephen's our D&T curriculum is designed to inspire all our pupils, in a rigorous and practical subject It is the intent of St. Stephen's for Design Technology to be taught in all year groups through at least one topic per term, which includes one topic relating to food. We believe that a high-quality D&T education should encourage children to learn to think and intervene creatively to solve problems both as individuals and as members of a team.

We encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators and risk-takers.

Design and Technology prepares children to deal with tomorrows rapidly changing world. It encourages children to become independent, creative problem solvers and thinkers as individuals and part of a team. It enables them to identify needs and opportunities and to respond to them by developing a range of ideas and by making products and systems. Through the study of Design and Technology, they combine practical skills with an understanding of aesthetic, social and environmental issues, as well as functions and industry. This allows them to reflect on and evaluate past and present technology, it's uses and impacts.

"Design is a funny word. Some people think design means how it looks. But of course, if you look deeper, it's really how it works." Steve Jobs

"Technology makes possibilities. Design makes solutions." John Maeda

Implement:

We teach a skills-based D&T curriculum, which allows children to express their creative imagination and critical thinking as well as providing them with opportunities to practise and develop mastery in the key processes of D&T: investigating, designing, making and evaluating. This is supported through the studying of inventors and designers, by appreciating and understanding their work.

Investigate:

- investigate and analyse a range of existing products.
- research the design of innovative, functional and appealing products that are fit for purpose, aimed at particular individuals or groups.
- practice skills needed for the designs you have looked at (for example, cutting, shaping, joining and finishing, as well as chopping and slicing).
- experiment with different materials/ingredients/components

Design:

- use your research and develop a design criteria, to create your own innovative, functional and appealing product that is fit for purpose, aimed at particular individuals or groups.
- generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional diagrams, prototypes, pattern pieces and computer-aided design.

Make:

- select from and use a wider range of tools and equipment to perform practical tasks accurately.
- select from and use a wider range of materials, ingredients and components, including construction materials, textiles and ingredients, according to their functional properties, aesthetic qualities and, where appropriate, taste.

Evaluate:

- evaluate ideas and products against their own design criteria and consider the views of others to improve their work.
- understand how key events and individuals in design and technology have helped shape the world.

Lessons are taught in blocks on a half termly basis and involve studying existing pieces of D&T, investigating and experimenting, with a particular focus on the necessary skills, before completing a final piece. The children are given verbal constructive feedback and next steps throughout the lessons, with further opportunities to practice, to improve their work and ensure that the skills are being developed. The evidence of their work is collected within a sketch book. Photographs of larger, group or 3D pieces are also kept within this book. Every child in school has their own sketchbook and has full ownership of it. A sketchbook isn't presented or marked like an ordinary book, we want to encourage each child to become a designer - to be ambitious, reflective, and resilient, all whilst being creative and using their imagination.

Key skills and key knowledge for D&T have been mapped across the school to ensure progression between year groups. The context for the children's work in Design and Technology is also well considered and children learn about real life structures and the purpose of specific examples, as well as developing their skills throughout the programme of study.

Impact:

At St. Stephen's, we ensure the children develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. Our aim is for our children to 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. They will be able to 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

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

In Christ: Be healthy, Be happy, Be helpful, Believe.