St Michael's C.E. Primary School

Design Technology

St Michael's Vision and Values

Diversity

At St Michael's CE Primary School, we celebrate the rich tapestry of cultures, backgrounds, and experiences that make up our school community. Diversity is woven into the very fabric of our curriculum. In DT, Children learn to have an appreciation for key individuals, inventions, and events in history and of today that impact our world.

Spirituality

At St Michael's our definition of Spirituality is to talk about something which is beyond words. We look at four key areas: self, others, transcendence (beyond), and nature. We explore spirituality across the curriculum. Ways in which we might explore spirituality in DT can be found on our planning documents on our website.

Inclusive Approach

All children will be appropriately challenged, with tasks to suit their needs. Children will experience a variety of different tasks, to ensure a good level of progression. The tasks provided will allow the children to develop their DT skills and knowledge as they continue throughout school.

Planning

Schemes of Work

At St Michaels we follow the KAPOW condensed DT scheme, which is a spiral curriculum, with key areas revisited again and again with increasing complexity, allowing pupils to revisit and build on their previous learning.

There are 6 main areas of learning: Electrical systems, Digital World, Structures, Mechanics/ Mechanical systems, Textiles and Cooking and Nutrition

Each unit is organised into 4 parts: Design, Make, Evaluate, and Technical knowledge

National Curriculum

The national curriculum aims to ensure pupils:

- Develop the creative, technical, and practical skills for everyday tasks and participation in a technological world.
- Build knowledge and skills to design and make high-quality prototypes and products for diverse users.
- Critique, evaluate, and test their own and others' ideas and products.
- Understand nutrition principles and learn how to cook.

Milestones

The DT curriculum is planned around a series of progressive milestones. The milestones focus on the knowledge and skills that children need to learn to be successful in Art

Progress

Assessment and Data

In DT lessons, we use Assessment for Learning (AFL) to help identify each child's next steps in their learning journey. Pupils will receive regular feedback from their teachers on their work which ensures that every student is supported in making progress. Teacher's will also continuously track and document each child's progress over time.

Children's work

Children complete their DT work in their sketchbooks. They will learn and practice skills, make technical drawings, or sketch initial ideas in their sketchbooks. Final ideas may be in sketchbooks, but final designs will be produced using a range of equipment. These are usually proudly displayed in school to celebrate children's learning.

Teaching

Resources

Children have access to a wide array of resources in Design and Technology, allowing them to engage in hands-on learning across multiple disciplines. This includes a variety of woodworking tools, such as saws, hammers, and drills, enabling them to design and build their own wooden creations. Additionally, there is a cooking space where students can explore food preparation, experiment with recipes, and develop essential culinary skills.

Cross-Curricular

Where possible, we aim to make links across the curriculum to make learning more meaningful. In DT there are opportunities to consolidate the learning in other subjects. For example, a Year 4 unit on Torches, consolidates Science learning on Light.

Design and Technology is about using creativity and imagination to design and make products that fulfil the needs of users, clients and scenarios.

At St Michaels, Design and Technology encourages children to be creative and problem solve to create products based on a real-life purpose. It gives children the opportunity to develop skills and knowledge across 6 areas: Electrical systems, Digital World, Structures, Mechanics/ Mechanical systems, Textiles and Cooking and Nutrition.

A Design Technologist enjoys creating products using different resources and tools and using problem solving skills to improve their product.