Design and Technology Curriculum Statement

Mission Statement

Our school community is rooted in the Gospel and the vision of St. Catherine of Siena. This inspires each of us *'To be who God wants us to be and so set the world on fire.'*

- We are called to love one another as we seek to be the best in all that we learn and do.
- We celebrate and nurture the gifts, talents and skills of everyone.
- We commit ourselves to grow together in faith, love and service.

More specifically, this means we aim to:

Shape the whole person	Strive for excellence	Create inspiring learning spaces	Build community
This means that we:	**This means that we:**	**This means that we:**	**This means that we:**
• Recognise and nurture the talents, skills and strengths in everyone • Appreciate our uniqueness as individuals and support our vulnerabilities • Encourage growth in Spiritual, Moral, Social and Cultural terms through our development journey • Live and grow together in faith • Look outside ourselves, seeing our role within the wider world • Grow in confidence, inspiring each other	• Lead by example • Are passionate about continuous learning • Ensure every single child achieves their fullest potential • Deliver a high quality curriculum which results in high standards • Support every member of the community to help them to flourish • Never give up: building resilience and perseverance	• Providing high quality, inspirational learning environments and facilities • Meet the needs of the whole school community • Listen to the needs of those who use our school • Develop Stewardship – looking after what we have and respecting God's world • Are creative in our use of resources	• Develop close collaboration with partner schools and other organisations • Strengthen the links between home and school – working together and supporting each other • Build strong relationships with our parish and broader community • Reach out to those in need with compassion and love' becoming missionaries of the Word in action

Intent

St. Catherine's RC Primary School gives children a wide-ranging and real-world experience of Design and Technology (DT) that will prepare them for not only secondary school, but also for the reality of our ever-changing technological landscape. There is a clear progression of techniques throughout the school which gives our children an achievable journey of techniques that can be used in the real world.

Our Design and Technology curriculum aims to inspire children through a broad range of practical experiences to create innovative designs which solve real and relevant problems. These experiences include cooking, designing and evaluating booklets which shows the importance of the whole DT process. We create strong links to all curriculum areas to support understanding of learning throughout our topics.

Our curriculum provides children with the knowledge to develop an understanding of real and relevant problems, critically evaluate existing products and then take risks and innovate when designing and creating solutions to the problems.

Time is built in to reflect, evaluate and improve on prototypes using design criteria throughout to support this process.

Opportunities are provided for children to evaluate key events and individuals who have helped shape the world, showing the real impact of design and technology on the wider environment and helping to inspire children to become the next generation of innovators.

Implementation

Design and Technology is taught using the 2014 National Curriculum as its basis. DT skills and understanding are built into lessons, following an iterative process. However, it allows for the revision of ideas to become part of good practice and ultimately helps to build a depth to children's understanding. Through revisiting and consolidating skills, our lesson plans and resources help children build on prior knowledge alongside introducing new skills, knowledge and challenge.

The revision and introduction of key vocabulary is built into each lesson, linking to current topics. This vocabulary is then included in display materials and additional resources to ensure that children are allowed opportunities to repeat and revise this knowledge across the year groups curriculum.

Staff are confident in teaching techniques to children as they are upskilled with adult guides and accurate deign and technology subject knowledge. We intend to inspire pupils to develop a love of Design and Technology and see how it has helped shaped the ever-evolving technological world we live in.

Year group topics are clearly mapped out on our school website. These documents are called 'long term planning' and are under each year group on the curriculum page. In these documents it shows the long-term planning for Design and Technology within each year group. This ensures the pitching of lessons and progression is clear throughout the school. It highlights the cross curricular links between DT, Topic and other subjects.

Assessments are carried out in the form of project challenges which inform the teacher's assessment against age related expectations. This, combined with other assessment and monitoring strategies, will continue to inform and develop the Design and Technology curriculum in our school.

Impact

Whole- school and parental engagement is improved through the use of design and technology links across topics and home learning tasks. Design and Technology is loved by teachers and pupils across school and they are wanting to continue building on this wealth of skills and understanding.

These impacts are measured through pupil voice, teacher feedback, work scrutinise, observations, questionnaires, key questioning skills built into lessons, child-led assessment such as success criteria grids and summative assessments aimed at targeting next steps in learning. This will record whether the children are working towards the age-related expectations, at the age-related expectations or exceeding the age-related expectations.

These judgements will inform the curriculum and whether children are ready for the next stage of their education.

The skills, knowledge and understanding learned within the Design and Technology Curriculum can develop children's skills, knowledge and understanding within other areas of the Curriculum such as Science, Mathematics, English, Geography, History, Art and Computing.