

Ss Peter and Paul Catholic Primary School



Design Technology Policy

**Together with the Spirit,
we will create an oasis
where every child matters.**

September 2023-September 2024

Rationale

At Ss Peter and Paul Catholic Primary, we want our pupils to develop the confidence to take risks through drafting design concepts, modelling and testing and to be reflective learners who evaluate their own work and the work of others. We aim to, wherever possible, link work to other disciplines such as mathematics, science, computing and art. We want to allow children to aspire to be their best, through creating opportunities for them in the wider world. Through the DT curriculum, children should be inspired by engineers, designers, chefs and architects to enable them to create a range of structures, mechanisms, textiles, electrical systems and food products with real-life purposes.

Our Curriculum has been devised by the DT coordinator in conjunction with primary and secondary colleagues within the Bishop Chadwick Catholic Education Trust. The overview shows how we provide “Food and Nutrition” and “Design and Make” units in each year group. We also provide “stretch” units which are small, focussed lessons, trying out the skills which will be required the following year.

Design

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their 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 (for example, cutting, shaping, joining and finishing) accurately
- select from and use a wider range of materials and components, including construction materials, textiles, and ingredients, according to their functional properties and aesthetic qualities.

Evaluate

- investigate and analyse a range of existing products
- evaluate their 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.

Technical knowledge

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products
- understand and use electrical systems in their products
- apply their understanding of computing to programme, monitor and control their products.

Food and Nutrition

- use the basic principles of a healthy and varied diet to prepare dishes
- understand where food comes from
- understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
- understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.

EYFS

The team will plan for children to experience creative opportunities and develop key skills and techniques within the EYFS curriculum. There will be a focus on developing fine motor skills and learning how to plan, design and produce a finished project. There will be opportunities in and out of doors in terms of continuous provision.

Equal Opportunities

Whole school policy on equal opportunities will be adhered to in Design and Technology activities. Children with special needs or physical disabilities will be differentiated for and supported appropriately, to ensure development of skills and equal access to the Design and Technology curriculum.

An Overview of Units across Year Groups

Year Group	Food and Nutrition	Design and Make	*Stretch Topic
1	Fruit Smoothies	Moving Picture	Using Templates

2	Sandwiches	Patchwork	Stable Structures
3	Fruit Crumble	Packaging	Smart Wearables
4	Pasta Sauces	Creative Shoes	Wheels and motors
5	Pretzels	Fairground Rides	Sewing stitches
6	Vegetable Curry	Mobile Phone cases	Structures



Even very young pupils will use a number of different joining, measuring and assembly techniques on collaborative and individual projects.



Y6 Mobile phone cases.
Pupils will create design items reflecting 21st century living.

Assessment

Children's skills will be assessed and developed by the teacher during lessons. At the end of each unit an assessment is recorded on Fisher Family Trust, then used to record children's attainment i.e below, secure,

above. Displays will reflect a range of work across key stages, by children of all abilities.