Design & Technology at St Jude's Church of England Schools Federation

Excellence in education, kindness in the community, courage through faith.

Intent:

Design and Technology at St Jude's C of E Schools Federation provides the means and opportunity for children to solve problems using their creativity, imagination and design. The children make relevant products within a variety of contexts and a range of materials, including food.

Design and Technology develops practical skills using an array of tools, increasing confidence and self-esteem as well as learning essential life skills and managing risk.

Children are encouraged to reflect and evaluate their own designs and that of others and make modifications where necessary.

Design and Technology is a practical and valuable subject that is accessible to all learners. Children acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art.

Implementation:

Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in the process of designing, making and evaluating.

Whilst planning is guided by the Cornerstones Maestro schemes of work, this is adapted to the particular needs and requirements of our children ensuring the National Curriculum is followed. The process of each project follows the Engage, Develop, Innovate and Express as identified in the Cornerstones Maestro approach to Design and Technology.

Key skills and knowledge for DT have been mapped across the school to ensure clear progression throughout KS1, Lower KS2 (Years 3 & 4) and Upper KS2 (Years 5 & 6). Key concepts and technical vocabulary are also included in planning which follows an overall design, make, evaluate structure. In KS2, Design and Technology lessons are often taught as a block so that children's learning is better focused throughout each unit of work.

Cooking is taught in KS1 (Year 1) and in every year in KS2 and this ensures that children have a growing understanding of where food comes from, its seasonality and the need for a healthy and varied diet.

Impact:

Children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum.

Through carefully planned and implemented learning activities the pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

They gain a firm foundation of knowledge and skills to see them equipped to take on further learning in KS3.

Pupil's skills and knowledge are assessed ongoingly by the class teacher, throughout lessons and a summative assessment is completed annually. This informs the Design and Technology coordinator of any further areas for curriculum development, pupil support and/or training requirements for staff.