Intent

The National Curriculum states that Design and Technology is an inspiring, rigorous and practical subject and our intent at St Luke's Primary School is to ensure that all pupils are inspired to complete projects with real-life practical contexts. Design and Technology encourages children to think creatively and to solve problems both as individuals and as members of a team.

The National Curriculum for Design and Technology aims to ensure that all pupils:

- Develop the creative, technical and practical expertise need to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- 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
- Critique, evaluate and test their ideas and products and the work of others
- Understand and apply the principles of nutrition and learn how to cook.

At St Luke's Primary School, our intent is to ensure that 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 areas of the curriculum; 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.

Implementation

Design and technology is taught through discrete, meaningful lessons in which children are taught through the phases of designing, making and evaluating their own products. Each year group focuses on completing a variety of creative and practical projects, teaching the knowledge, understanding and skills needed to engage in the process of designing and making. The children work in a range of relevant contexts (for example home, school, leisure,

culture, enterprise, industry and the wider environment). Design and technology projects also take place during whole school enterprise focus weeks.

Project booklets show progression across each year group and follow each child through the school. We also ensure that there is a context for the children's work in Design and Technology; that they learn about real life structures and the purpose of specific examples, as well as developing their skills throughout the programme of study. Design and technology is taught throughout the school alongside as many other areas of the curriculum as possible. Maths links are easy to come across during any D&T lesson; children are continuously measuring during the 'design' and 'make' phases of lessons. During cooking topics, children are measuring out ingredients, as well as calculating the quantities of different recipes. Instructions are often created as part of the 'design' phase, which has a direct link to English. Science knowledge is practiced when children are creating products that contain electrical components, for example Year 5/6 children use their knowledge of electrical circuits to create lighthouses. Teachers also encourage children to consider the impact their product can have on the wider world, to ensure they realise the difference they may make in the future.

Impact

Each topic ends with all children creating a final product; these products are a fantastic way for children to demonstrate the skills they have learnt. Throughout the school, children are given the opportunity to consolidate their skills by creating their final product independently. Each lesson builds on the previous and children's skills are improved upon throughout each topic. It is also clear to see the progression of skills throughout the school through the quality of products each year group creates. Our children are inspired to be creative and develop their projects using their own individuality. As designers, the pupils at St Luke's Primary School will develop skills and attributes they can use beyond school and into real life situations.