



Design and Technology Curriculum Statement

Share and love one another.

We teach the children to respect each other and to behave with consideration. We aim for an atmosphere in which the children feel safe and valued. Discussions and team games start by establishing the ground rules for respecting each other's contributions.

In Design & Technology the children will develop important skills but also develop their imagination and creativity with a focus on problem solving to create quality products that solve real and relevant problems within a variety of contexts, considering their own needs and others' needs, wants and values. Children learn to show respect and consideration for their peers whilst offering feedback for one another in order to help each other develop their skills.

Together work to be like Jesus.

The Catholic social teaching agenda, with its emphasis on justice and peace, guides our curriculum choices. Wherever relevant we relate what we teach to the influence of Gospel values. We encourage the children to imitate the resilience of Jesus in their learning behaviour.

Children will learn to take risks, be innovative and enterprising. Through evaluation of past and current products, they will develop a critical understanding of the impact of technology on daily life and the wider world.

Make people smile.

We aim to encourage children to love learning so that they become self-motivated and derive joy from their work. Teachers endeavour to convey enthusiasm about the subjects they teach. There is an emphasis on effort for the satisfaction of self-improvement. Moments of awe and wonder are sought and celebrated.

The Design & Technology curriculum stimulates creativity and imagination. Children will be stimulated and excited to express themselves across a range of Design & Technology activities. They will bring to their Design & Technology work the skills, knowledge and understanding needed to express themselves creatively. They will confidently explore and take risks having fun trying out new and innovative ideas and learn to develop their ideas across a pathway of carefully planned, engaging projects. Throughout our Design & Technology curriculum we will expose children to experiences which will provide fascination and excitement.

Only teamwork can make dreams happen.

Our curriculum focuses on skills of collaborative living and provides opportunities to practice those skills in context. In sport, group work and play, we promote respect, patience and empathy.

Within our Design & Technology curriculum the children will work collaboratively as a class.

Never stop trying.

In the way we work, we develop resilience, determination, self-confidence and an understanding of the need for hard work and practice. We do this by placing an emphasis on enquiring, questioning and solving problems.

Through our Design & Technology curriculum we encourage children to develop resilience and self-confidence. We support children in evaluating and refining their skills to improve their designs.

Include everyone in all we do.

In our teaching we ask the children to look at others through a lens of fairness, equality, justice and the sort of tolerance that is born of knowledge and fellow feeling. We work to combat stereotypes: in the way we speak to children and in the way we teach them to look at others. Children work collaboratively and learn the importance of teamwork. Conversation is encouraged about the work we do through self & peer evaluation and to give and accept constructive criticism to help improve learning. Pupils learn to articulate their thoughts and feelings about their own and others' work, whilst also developing mutual-respect.

Care for others around the world.

We want our children to develop knowledge and respect for other cultures, religions and peoples and for a sense of their responsibilities to flow from that knowledge and respect.

Children develop cultural awareness in design and technology through looking at a range of different designers from different cultures encouraging children to learn from and to respect other traditions. The children will be exposed to a number of impressive designs, which will help to engage the children and create a sense of awe. Pupils are taught that all their design work should be sensitive to the needs and beliefs of different backgrounds, ensuring all imagery, text and products won't cause offence. They think about how their ideas and products and how they impact on the world around them. Pupils are encouraged to use the work of artists and designers from a wide range of cultures and historical contexts to influence and support the development of their work.

Aim to be the best we can be.

We define achieving their best as helping children to build a body of knowledge and learning how to think critically and creatively about it. To that end we use: self-assessment sheets, knowledge organisers, repeated low stakes testing and finding ways of applying the knowledge they are acquiring. A book per child per subject area is our way of ensuring we focus on what value each child is getting from every subject they study.

In the design and technology curriculum creativity and imagination is at the core, children are given a problem which provides an anchor task and fits with the enquiry approach we are promoting in all curriculum areas. We share the skills we want children to learn and use self-assessment tools to allow children to decide for themselves whether they have achieved these which promotes a sense of responsibility for learning in keeping with our growth mindset approach. Throughout the design and technology curriculum the children are encouraged to share and work collaboratively, as well as creating the best possible products.

