St. Gregory's Catholic Primary

Design and Technology Policy

Revised May 2025

St. Gregory's Catholic Primary School

Curriculum Policy for the teaching and learning of Design and Technology 2024-2025

Introduction:

Design and Technology encourages children to learn to think and intervene creativity, to solve problems both as individuals and as members of a team. They are taught to look for opportunities and to respond to them by developing a range of ideas and making a range of products. 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 be innovators.

Definition from the National Curriculum:

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Design and Technology in relation to the National Curriculum:

- develop the creative, technical and practical expertise needed 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.

Design

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Technical knowledge

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Cooking and Nutrition

Intent

Cooking & Nutrition is an inspiring, rigorous and practical subject. Using creativity and imagination, children design and make dishes that consider their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics and science. Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of world cultures and cuisines, they develop a critical understanding of individuals' dietary requirements and the environmental impact of sourcing ingredients. High-quality Cooking and Nutrition education makes an essential contribution to the health, culture, wealth and well-being of the nation.

Implementation

The threshold concepts across the Cooking & Nutrition curriculum are taught sequentially over time to develop technical knowledge, skills and understanding from EYFS to Y6 and beyond.

The curriculum aims to ensure that all children:

- Develop the creative, technical and practical expertise needed 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

Impact

The Cooking & Nutrition curriculum at BCCET allows all children:

- To develop their God given talents and gain the technical knowledge and skills needed to become confident individuals
- To understand and evaluate technical information.
- To make informed decisions that impact on their own lives and the lives of those around them.
- To develop an increasing awareness of the moral and ethical dilemmas technical discovery can bring.
- To become active citizens of the world.

- To receive regular oral and written feedback so children are aware of their position on the learning journey, their strengths and targets, which they consider when taking their next steps.

Design and Technology Curriculum Planning

Design and Technology is a foundation subject in the National Curriculum, all year groups (from Year One to Year Six) use the New National Curriculum as the basis for the planning alongside the curriculum narrative and curriculum overview provided by the Bishop Chadwick Catholic Education Trust.

Intent

Design and Technology is an inspiring, rigorous and practical subject. Using creativity and imagination, children design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Implementation

The threshold concepts across the Design and Technology curriculum are taught sequentially over time to develop technical knowledge, skills and understanding from EYFS to Y6 and beyond.

The curriculum aims to ensure that all children:

- Develop the creative, technical and practical expertise needed 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

Impact

The Design and Technology curriculum at BCCET allows all children:

- To develop their God given talents and gain the technical knowledge and skills needed to become confident individuals
- To understand and evaluate technical information.
- To make informed decisions that impact on their own lives and the lives of those around them.
- To develop an increasing awareness of the moral and ethical dilemmas technical discovery can bring.
- To become active citizens of the world.

- To receive regular oral and written feedback so children are aware of their position on the learning journey, their strengths and targets, which they consider when taking their next steps.