



St Bartholomew's C of E Primary School – Design Technology Curriculum Intent



Curriculum Intent

At St Bartholomew's Church of England Primary School we value Design Technology and the children are designers and technologists. We want children to love design technology and know that they can become architects, graphic designers, chefs or carpenters if they wish. We want children to realise they can achieve whatever they want to and be exceptional in all they do.

The curriculum has been designed to inspire pupils using practical activities, developing their resilience and independence, and enhancing their design and technology capital. The curriculum is designed to allow pupils to use their creativity and imagination to design and make products that solve real and relevant problems. These could be in a variety of contexts. Pupils are encouraged to become independent, creative problem-solvers and thinkers as individuals and as part of a team. The iterative design process (design, make, evaluate) is fundamental and runs throughout the teaching in all year groups. This process encourages children to identify real and relevant problems, evaluate existing products and then take risks and innovate when designing and creating solutions using skills from across the curriculum, maths, science computing and art. As part of the process time is built in to discuss, evaluate and improve on prototypes using specific design criteria.

Opportunities are provided for children to study key events and individuals who have helped shape the world, showing the real impact of design and technology on the wider environment, helping to inspire children to become the next generation of innovators. Through the curriculum pupils will develop their subject knowledge using local designers as inspiration and relevant designers that have had huge influence on products over the years and through an evaluation of past and current design and technology, will develop a critical understanding of its impact on daily life and the world. Children will be able to take risks and learn to draw upon other areas of the curriculum to support them in design such as maths, science, art and computing. We want children to remember their lessons and give them opportunities they may not be able to experience outside of school. For example, visiting local Mills and Museums and speaking to local chefs within the area.