



## Curriculum Intent – **Design Technology** Coordinator Miss S Rodway

### **Statement of Intent**

At Morpeth First School we recognise the importance of Design and Technology as it prepares children to deal with tomorrow's rapidly changing world. It encourages children to become independent, creative problem solvers and thinkers as individuals and part of a team. It enables them to identify needs and opportunities and to respond to them by developing a range of ideas and by making products and systems. Through the study of Design and Technology, they combine practical skills with an understanding of aesthetic, social and environmental issues, as well as functions and industry. This allows them to reflect on and evaluate past and present technology, its uses and impacts.

We intend to teach Design Technology in all year groups through at least one topic per term, covering all strands identified in the National Curriculum within each Key Stage. Design Technology units are embedded within our creative curriculum, and most make cross-curricular links to other subjects and topic areas taught.

In conjunction with the aims of the National Curriculum, the Design Technology curriculum at Morpeth First School offers opportunities for children to:

- 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 and technology is an inspiring, rigorous and practical subject, requiring creativity, resourcefulness, and imagination. Pupils design and make products that solve real and relevant problems within a variety of contexts. It is very cross-curricular and draws upon subject knowledge and skills within Mathematics, Science, History, Computing and Art. Children learn to take risks, be reflective, innovative, enterprising and

resilient. Through the evaluation of past and present technology they can reflect upon the impact of Design Technology on everyday life and the wider world.

We aim to ensure that through well planned and resources projects and experiences, our Design Technology curriculum is well sequenced and ambitious, building on the interests and prior knowledge of the children and harnessing their individuality and creativity. With an inclusive approach which incorporates a variety of teaching and learning strategies, we aim to engage all children, including those children with SEND. Where possible we use the local context of the school and other real world contexts as a stimulus for learning.

We recognise the power of Parent Partnerships and invite parents and grandparents to participate in many aspects of our Design and Technology curriculum through project based community afternoon sessions. We celebrate the skills and knowledge of our school community and welcome visitors and speakers from a variety of careers linked to Science, Technology, Engineering and Maths to join us in raising the aspirations of children in this subject area.

