Design Technology Vision Statement

At Alexandra Park Primary School, the children are provided with a high-quality, rigorous Design Technology curriculum that aims to add depth to children's curiosity, inspire their creativity, and broaden their imagination. Design Technology will equip children with the opportunity to design, make and showcase products that solve relevant problems within a variety of contexts, while considering their own and others' needs, wants and values. Teaching will provide children with a motivation to build upon their existing skills, deepen their technological knowledge and enjoy working collaboratively and creatively.

Care	Aspire	Achieve
Through Design Technology, children are encouraged to demonstrate care by creating valuable, meaningful products that reflect their own and other's needs. This requires an understanding of interdependence, making connections and an ability to reflect on the past, the present and predict future requirements for the wider world. Design Technology supports children in working collaboratively, taking into consideration others' ideas and solves real and relevant problems.	Studying Design Technology enables children to deepen their knowledge and express their creativity through enrichment opportunities and inspiring external projects. The curriculum is designed to allow children to explore their ideas in depth and continually build upon them through research, design, practical and reflection.	Our Design Technology curriculum ensures that children achieve a balance of knowledge and skills in each unit of study. Knowledge is built upon in each lesson through technical language, methodical procedures, and practical opportunities. Teachers ensure that children are supported through clear instruction, scaffolding and challenge ensuring that all pupils can achieve in every lesson.

Intent

At Alexandra Park Primary School, we believe that Design Technology inspires pupils' curiosity, expresses their creativity, and encourages the development of lifelong skills through exploration and practical opportunities. Children are given opportunities to add depth to their knowledge of purposeful design, technological processes and productive reflection through high quality teaching and a range of written and practical tasks that suit learner needs. Within Design Technology, children will explore a range of subject areas including structures, textiles, food and nutrition, mechanical and electrical systems. The curriculum aims to enhance children's knowledge of DT in these areas, while also building upon their essential skills that can be applied in a variety of contexts, such as problem solving, resilience, decision-making, self-reflection, and critical and creative thinking. The Design Technology curriculum ensures that such knowledge and skills are transferable to other subjects, enabling children to make cross-curricular links. Units of work are planned to follow the 'Project on a Page' scheme and progression grids and yearly overviews are designed to ensure that learning is sequential and developed over time throughout the school. This allows children to reflect and build on prior learning, thoroughly understand the four key concepts of Research, Design, Make, Evaluate, and develop their fundamental skills to ensure that children know more and experience more.

Implementation

At Alexandra Park, we implement a Design Technology curriculum that is progressive throughout the school covering the key objectives of The National Curriculum. Design Technology is taught as part of a termly topic, focusing on the knowledge and skills needed to create purposeful, unique products and to ensure that learning builds progressively. Within Design Technology, units of work are planned under six subject headings: Structures / Textiles / Food & Nutrition / Mechanisms / Electrical Systems. Throughout Years 1 to 6, children revisit these five areas to extend their knowledge and vocabulary. Connections between subjects are made to reinforce learning where appropriate and fundamental skills are shared across several disciplines. Design Technology enables children to think as researchers, designers, makers, and evaluators and showcase their technical knowledge and understanding. Teachers use a variety of approaches to ensure that children receive a range of opportunities to share their knowledge and skills by working independently, in pairs, in groups and with adults. Materials and resources are carefully selected and used to maximise and support children's learning in all areas of Design Technology, to bring their designs and inspirations to life!

Impact

Evidence through pupil voice and outcomes in sketchbooks will show that children can articulate and demonstrate their Design Technology knowledge and skills using the correct technical vocabulary and methods. They will show a great understanding of purpose, design, and evaluation during the creative process. Children will develop their fundamental skills and be able to make connections across the curriculum and apply these in a range of contexts. They will demonstrate great enthusiasm for Design Technology through high quality, sequential units of work that allow children to engage with their imagination, curiosity, and creativity.