Design Technology Curriculum Intent

School Mission Statement
We come together as St. Joseph's family
To learn, share our faith and do our best to follow in the footsteps of Jesus.

Whole school Curriculum Intent

Our curriculum is inspired by the words of Oscar Romero, 'A*spire not to have more, but to be more'*. We aim to provide a Catholic Christian education, based on the life and teaching of Jesus Christ, in which the values of the Gospel underpin all aspects of school life. We will provide an environment in which the dignity of each person as a child of God is recognised and developed; and promote the full potential of each child through our curriculum which develops spiritual, academic, social and emotional growth.

In designing our curriculum, we have provided opportunities for our children which are underpinned by three curriculum drivers;

- Communication and Language
- Understanding of the World
- Independence in thought and action

We celebrate a 'knowledge-engaged' approach to learning, ensuring essential aspects of subject knowledge are learnt, alongside life-long learning skills to enable children to become resilient and independent learners for the future.

Subject Intent

At St. Joseph's RC Academy we recognise the value that a high quality design and technology curriculum can offer to our pupils.
All pupils are entitled to an exceptional quality 'Arts Rich Curriculum' and be provided with opportunities to share their creative talents through an inspiring, rigorous and practical subject. Our design and technology curriculum intends to extend opportunity, raises aspiration, opens children's eyes to the world beyond their immediate environment, enable our children to live happy, healthy and productive lives and inspires children to be practical and confident life long learners, Our pupils are entitled to learn about the designed and made world, how things work, learning to design and make functional products for particular purposes and users.

Our design and technology curriculum aims to inspire a generation of designers, craft makers, digital programmers, engineers and architects. Through a series of specially design units and engineering challenges throughout the year, children develop skills and knowledge in design, structures, mechanisms, electrical control and a range of materials, including food. We encourage pupil's creativity and encourage them to think about important issues.

Design and Technology education helps develop pupils' skills through collaborative working, problem-solving, and allows them to reflect upon and evaluate past and present design technology, its uses, effectiveness and develops their resilience to become innovators and risk takers. It provides knowledge in design, materials, structures, mechanisms and electrical control that allows them to create products that are considered functional and purposeful. Pupils are encouraged to be creative and innovative, and are actively encouraged to think about important issues such as sustainability and enterprise.

The skills learned in Design & Technology also help with learning across other disciplines; for example, knowledge about the properties of materials helps in science and the practice of measuring accurately helps in maths. Not only do the subjects support one another but provide real examples to the pupils of why the skills being taught are more than a lesson objective and can be transferred to real life tasks.

Design and Technology allows our pupils to become leaders of their own learning; whilst we follow a clear sequence of skills outlined in the National Curriculum, pupils are encouraged to expand their thinking and their designs combining their knowledge from across the whole curriculum.

National Curriculum Aims for Design Technology

The national curriculum for design and technology aims to ensure that all pupils:

- 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.