



## **Christ Church School, Hampstead** **Curriculum statement: Design and Technology**

The Governing Body of Christ Church Primary School, Hampstead adopted this statement for Design and Technology in January 2016 and it should be read in conjunction with our Teaching and Learning Policy and our published curriculum overview.

### **The contribution of Design and Technology to the primary 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.

### **Aims and Objectives of teaching Design and Technology at Christ Church**

- To ensure that children develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
- To provide opportunities for children to 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.
- To provide opportunities for children to critique, evaluate and test their ideas and products and the work of others.
- To provide opportunities for children to apply the principles of nutrition and healthy eating to prepare healthy dishes using a range of cooking techniques.

### **Objectives – what we want to achieve**

At Christ Church School the children are given opportunities to:

- Use a range different materials and designing techniques throughout each school year.
- Develop an understanding of a design process and to develop a sense of creativity.
- Gain a sense of achievement both in individual and collaborative work.
- Use problem solving skills, and to evaluate their own and others' work.
- Take part in enrichment opportunities, such as visiting the CLC to apply their computing skills by controlling LEGO objects.

### **The Curriculum**

#### **EYFS**

In the Early Years Foundation Stage (EYFS) children explore design and technology by experimenting and playing with a wide range of media and materials. Opportunities to use design and technology are explored across the Early Years curriculum, in line with children's interests.

#### **KS1**

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts (for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment).

#### **KS2**

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts (for example, the home, school, leisure, culture, enterprise, industry and the wider environment).

### **Cooking and Nutrition**

At Christ Church we aim to cook every term, making links to other curriculum areas where possible. When carrying out cookery which involves using the oven, teachers are responsible for reading and adhering to the regulations of the associated risk assessment.

### **Resources**

Class teachers are responsible for letting the Design and Technology subject leader know which consumable resources are needed for specific project. The Design and Technology subject leader is also responsible for monitoring the overstocking of consumable resources. Further support can be found in unit guidance and support sheets the DT leader has supplied from the DT association.

### **Health and Safety**

Teachers need to accept responsibility for planning safe activities for D.T. This can be achieved by:

- Teaching children how to use tools and equipment safely.
- Making sure the children understand the importance of safety procedures.
- Reminding the children at the beginning of each lesson of the correct use of tools and equipment.
- Making sure all tools are used in the classroom under adult supervision.

Further information is available through the Health and Safety guidance “Be Safe!” provided by the ASE.

### **Review**

This statement should be reviewed every three years to ensure that it is a reflection of current best practice.

Revised by the school’s Design and Technology Leader in January 2016.