



Design and Technology

Intent – To inspire pupils to be innovative and creative thinkers who have an appreciation for product design cycle through ideation, creation and evaluation. We aim to build our pupil's awareness of the impact of design and technology in our lives and encourage them to become resourceful, enterprising citizens who will have the skills to contribute to future design advancements

Implementation: In Design and Technology at Cardinal Newman School we embed our intent in our pupils learning journey by:

DT at Cardinal Newman is designed to be creative, interesting and inspiring. We want our children to use creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. It is our aim to create strong cross curricular links with other subjects, such as Mathematics, Science, Computing, and Art

Life Skills:

to develop lifelong learning powers and competent mathematicians

- Teaching art during 3 half terms though the course of the year, alternating with DT
- Incorporate opportunities for outdoor learning
- to prepare our children, to give them the opportunities, responsibilities, and experiences they need to be successful in later life
- To give children real life experience of skills developed in maths, science, art and computing such as measurements, designs and programming

Opportunities for Learning:

success and challenge within and beyond the curriculum to achieve our full potential

- Delivering a curriculum that provides progression in skills, techniques and attainment
- A broad and balanced curriculum that covers mechanisms, structures, textiles, food technology, digital worlds and digital systems
- Ensure that the act of investigation and making something includes exploring, developing ideas and evaluating
- Challenge and support is given where necessary to ensure that all children achieve their full potential
- Each year/unit of work builds upon previous learning, recapping key skills and vocabulary
- Provide opportunities for extracurricular activities linked to DT; including clubs and visits
- Each project from Year 1 to Year 6 addressing the principles of designing, making, and evaluating and incorporating relevant technical knowledge and understanding in relevant contexts.
- During the EYFS pupils explore and use a variety of media and materials through a combination of child initiated and adult directed activities. They have the opportunities to learn to:

Values

guided by the Gospels to develop caring respectful relationships

- Giving opportunities for group work and developing supportive relationships with others
- Providing inclusive opportunities for all
- Developing respect and understanding for all



Experience of serving others:

within and beyond the school community.

- Opportunities to appreciate the works of others within the school community (exhibition, displays, competitions - both local and national)
- Consider the needs to audiences other than themselves when designing and creating products