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Design and Technology Curriculum

At St. Joseph's, pupils follow a structured programme in Design and Technology and will use a variety of materials, processes and techniques. Emphasis is given to developing capabilities in designing and making. There are opportunities to use and develop ICT skills.

Children study the process of design, from initial ideas and sketches, through to making the product, as well as evaluating the effectiveness.

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.

In Key Stage One, the children are taught the following

Design - design purposeful, functional, appealing products for themselves and other users based on design criteria. They generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make - select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]. They select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate - explore and evaluate a range of existing products. They evaluate their ideas and products against design criteria

Technical knowledge - They build structures, exploring how they can be made stronger, stiffer and more stable and explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

In Key Stage Two, the children further develop these skills.