

At St Saviour's School... We are designers

To inspire creativity and teamwork by empowering pupils to design, make, and evaluate products that solve real problems, linking learning across subjects and encouraging innovation and risk-taking.



Intent

At St Saviour's School, we want pupils to learn, to think and to be creative when solving problems both as individuals and as members of a team. We encourage pupils to use their 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. We aim to, wherever possible, link work to other disciplines such as mathematics, science, engineering, computing and art. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators and risk-takers.

Implementation

Design technology is planned with clear objectives through the school's progression pathway document for DT based on the Jersey Curriculum objectives and EYFS Development Matters curriculum. The CLT meets with the STEM Minister each term to ensure that the curriculum is reflective of pupils' opinions and ideas, they consult with the wider school to support the development of the subject as part of the Pupil Government to ensure pupil voice is at the heart of all learning. Design technology is mainly taught in two ways at St. Saviour's School. It can be an activity with strong cross-curricular links to topic-based work or a discrete block of lessons as part of a whole school focus week. EYFS have the opportunity to develop skills through a range of activities including Forest School sessions. The pupils are taught a progression of research, design, make and evaluative skills through a 'Problem Question' as they progress through each phase of the school. The pupils are also taught how to use a range of tools and techniques safely. Planned tasks include opportunities to develop food and nutrition skills, building structures, making 3D models with a range of moving parts and textile-based activities. These planned activities are purposeful and endeavour to teach the pupils skills that they can use beyond school. The pupils may work independently or collaboratively and have the opportunity to share their work to a wider audience including peers, other classes and parents.

Impact

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study. Most pupils will achieve age related expectations in design technology. At St Saviour's design technology is an important aspect of the curriculum in line with our mission statement "Partners in Building a future", by preparing the pupils for an increasingly technological world. The pupils understand what design technology involves and understand the different aspects applied in many different situations; including applying it across different curriculum areas. The pupils develop skills in problem solving, logical thinking, design and evaluation, through practical tasks, that they can then apply to situations beyond school and into adulthood. The pupils learn to take risks and therefore become more resilient, innovative and resourceful.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Technical knowledge Moving Pictures sliders levers		Technical knowledge Wheels axles – Vehicle			Cooking and nutrition Understand where food comes from – fruit smoothies
Year 2		Technical knowledge Throne for a King Build structures, exploring how they can be made stronger, stiffer and more stable.		Make Select from and use a wide range of materials Animal Puppet – sewing	Design Project Linked to plants – design a greenhouse	
Year 3	Cooking and nutrition Cooking – farm school produce seasonality, and know where and how a variety of ingredients are grow			Mechanical systems Levers and linkages - Litter pickers		Technical knowledge Sports Day Pavilion strengthen, stiffen and reinforce more complex structures
Year 4	Mechanical systems Electrical components – Electrical Posters		Cooking and nutrition Granola Bars predominantly savoury dishes using a range of cooking techniques		Technical knowledge Constructions project – buildings – stability	
Year 5		Technical knowledge bridge building – structure	Make - Sewing project – iPad Cases Select from and use a wider range of materials and components, including textiles			Mechanical systems - Cams – Space Theme Understand and use in their products: cams
Year 6		Technical knowledge WW2 – Anderson Shelter reinforce more complex structures		Technical knowledge Rio carnival float gears and pulleys including electrical systems	Free choice project – transition (clothing design – fashion)	