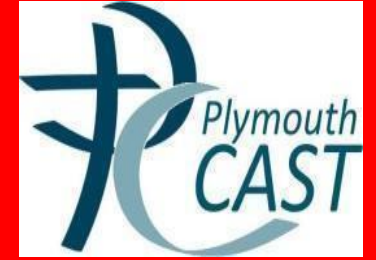




Christ the King Catholic Primary School



Curriculum Design for Design Technology

At Christ the King Catholic Primary School, we strongly value Design and Technology as an important and impactful part of the children's entitlement to a balanced and broad curriculum. We believe that Design and Technology provides the children with the opportunities to develop and extend skills with the opportunity to express their individual thoughts and ideas, and this is something we strive to provide our children at Christ the King.

Intent

The National Curriculum for Design and Technology aims to ensure that all pupils:

- develop the creative, technical and practical expertise need 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

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**Being a
(Designer)
at
Christ the King**



Implementation

The teaching and implementation of the Design and Technology curriculum at Christ the King Catholic Primary School is based on the National Curriculum and supported by a wide range of resources. At Christ the King, we ensure the skills progression of the design and technology curriculum are embedded within our approach to Design and Technology. These skills have been chosen to ensure coverage through programme. At Christ the King, we recognise the importance of raising the profile of design and technology and so instead of delivering weekly DT lessons, once every half term, a whole school Design and Technology day takes place. The structure of the day means that children will develop key skills and develop techniques to produce their own or class pieces of work. We have thought carefully about ensuring our children are exposed to a variety of exciting and memorable activities which they will remember through their school 'career'.

Below is our project overview which includes a focus from the Design and Technology curriculum for each half term. This allows our children to experience a wide range of activities throughout their time at Christ the King.

Impact

At Christ the King, children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum. Through carefully planned and implemented learning activities the pupils develop the creative, technical, and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

Overview 2024-35

Cooking and Nutrition Mechanisms Structure Textiles Electrical Systems

	Project 1	Project 2	Project 3
EYFS	Boats	Bookmarks	Cooking and nutrition – Pumpkin Soup
Y1	Make a moving story book	Construct a windmill	Cooking and Nutrition – fruit and vegetables Make fruit kebabs
Y2	Make a moving monster	Puppets	Cooking and Nutrition – balanced diet Make healthy wraps
Y3	Construct a castle	Cushions	Cooking and Nutrition – eating seasonally (link to healthy eating) Make seasonal pizza tortillas Flavours Cookery School
Y4	Pneumatic toys	Torches	Cooking and Nutrition – adapt a recipe Flavours Cookery School
Y5	Bridges	Stuffed toys	Cooking and Nutrition – what could be healthier? Flavours Cookery School
Y6	Automata toys	Steady hand game	Cooking and Nutrition – Come dine with me Flavours Cookery School