St Anne's RC Primary

MISSION STATEMENT

'To live happily, love unconditionally and learn enthusiastically with Jesus by our side.'

Design & Technology Policy

Date reviewed	June 2026
Date presented to Governors	
Date to be reviewed	June 2027

St Anne's Primary School

Design and Technology equips pupils with the knowledge, skills and creativity needed to participate confidently in an ever-changing technological world. It encourages children to think creatively and critically, enabling them to develop innovative solutions that improve everyday life and respond to real-world needs.

Through engaging in the design, make and evaluate process, pupils at St Anne's become independent and resilient problem-solvers who can work effectively both individually and collaboratively. They learn to identify needs and opportunities, generate and refine ideas, and create purposeful products and systems that meet specific design criteria.

Design and Technology combines practical skills with an understanding of aesthetic, social, environmental and technological considerations. Pupils at St Anne's develop an appreciation of how products are designed and manufactured, both in the past and the present, and consider the impact that design and technology has on individuals, communities and the wider world.

As we live in a technologically advanced society, children are surrounded by products, structures and systems that have been designed and created through collaboration, innovation and engineering. Design and Technology enables pupils to understand this process, become informed and discerning consumers, and develop the confidence, knowledge and creativity to become the designers, makers and innovators of the future.

1. Intent

At St Anne's Primary School, we believe that every child is unique, with their own strengths, interests and talents. We are committed to providing a broad, balanced and ambitious curriculum that nurtures creativity alongside academic achievement. Through Design and Technology, pupils are encouraged to become innovative thinkers who use their imagination, knowledge and practical skills to solve real-life problems.

Our Design and Technology curriculum inspires children to take risks, think critically and develop resilience through the iterative process of designing, making and evaluating. We provide meaningful opportunities for pupils to explore ideas, develop technical knowledge and apply their learning across a range of contexts. By encouraging curiosity and creativity, we enable children to express themselves confidently while developing an understanding of the role that design and technology plays in everyday life.

Our curriculum is carefully planned to ensure progression in knowledge, skills and vocabulary, enabling pupils to know more, remember more and do more as they move through the school. It reflects the requirements of the National Curriculum and equips children with the practical expertise and confidence needed to become informed consumers, responsible citizens and the designers and innovators of the future.

At St Anne's Primary School, we intend to:

- Deliver a high-quality Design and Technology curriculum that develops progressively deeper knowledge, understanding and practical skills, enabling children to know more, remember more and achieve more.
- Provide a curriculum that meets the requirements of the National Curriculum for Design and Technology, ensuring clear progression across all year groups.
- Inspire creativity, imagination and innovation by encouraging pupils to generate, develop and communicate their own ideas with confidence.
- Develop children's ability to think critically, solve problems and evaluate their own work and the work of others.
- Enable pupils to communicate their ideas through discussion, drawing, modelling and annotated designs.
- Teach children to select and use appropriate materials, tools, equipment and techniques safely, accurately and effectively.
- Develop an understanding of the design process, including researching, planning, making, testing, evaluating and refining products for a specific purpose and user.
- Foster an appreciation of how design and technology influences the way we live, work and interact with the world, both now and in the future.
- Develop pupils' understanding of materials, structures, mechanisms, electrical systems and cooking and nutrition, enabling them to make informed choices and apply their learning in practical contexts.

- Promote resilience, independence, collaboration and reflective thinking, preparing children for the opportunities, responsibilities and challenges of later life.

2. Implementation

At St Anne's Primary School, we deliver a high-quality Design and Technology curriculum that is carefully planned to ensure progression in knowledge, skills and vocabulary from the Early Years Foundation Stage through to Year 6. Our curriculum is underpinned by the National Curriculum and is enriched with meaningful learning experiences that enable pupils to apply their knowledge creatively in real-life contexts.

Teachers have a secure understanding of the Design and Technology curriculum and work collaboratively to ensure consistency, high expectations and effective progression across the school. Through well-sequenced learning, pupils revisit and build upon prior knowledge, enabling them to know more, remember more and apply their learning with increasing confidence and independence.

Planning

Our Design and Technology curriculum is planned using a progressive sequence that ensures full coverage of the National Curriculum and EYFS Framework while responding to the needs and interests of our pupils.

- **Long-term planning** provides a clear sequence of learning, ensuring progression in designing, making, evaluating and developing technical knowledge across all year groups.
- **Medium-term planning** outlines the knowledge, skills and vocabulary taught within each unit. Planning is reviewed annually and adapted in response to assessment, monitoring and evaluation.
- **Short-term planning** identifies clear learning objectives, success criteria and appropriate teaching strategies that meet the needs of all learners.

Teaching and Learning

Teachers ensure that high-quality teaching is supported through:

- **A language-rich curriculum**, where subject-specific vocabulary is explicitly taught, modelled and revisited to develop pupils' confidence in discussing, designing, making and evaluating products.

- **Knowledge organisers**, which provide pupils with key facts, technical vocabulary and essential knowledge to support learning, retrieval and long-term memory.
- **Working walls and displays**, which celebrate the design process, showcase key vocabulary, design briefs, technical knowledge and examples of pupils' learning, helping children make connections across the curriculum.
- **Practical and independent learning**, where pupils are encouraged to investigate, design, make, test, evaluate and refine products, developing resilience, creativity, problem-solving skills and independence.
- **Progressive skill development**, ensuring that knowledge and practical skills are revisited and built upon throughout the curriculum so that learning is embedded over time.
- **Cross-curricular learning**, providing opportunities for pupils to apply their English, mathematics and computing skills within purposeful Design and Technology projects.
- **Enrichment opportunities**, including educational visits, visitors, community links and real-life design challenges that enhance learning and provide meaningful contexts for applying Design and Technology knowledge and skills. These experiences are carefully planned to develop pupils' cultural capital and deepen their understanding of the wider world.

Assessment

Assessment is integral to teaching and learning in Design and Technology and is used to inform planning, monitor progress and ensure that all pupils achieve well.

Teachers use:

- Ongoing formative assessment through observation, questioning, discussion, feedback and the evaluation of pupils' practical work throughout each lesson.
- Retrieval activities and opportunities for pupils to demonstrate and explain their understanding of key concepts and vocabulary.

- End-of-unit assessments to evaluate pupils' knowledge, understanding and application of Design and Technology skills, informing future planning and ensuring progression across the curriculum.
- Regular monitoring of pupils' work, planning and teaching to maintain high standards and consistency across the school.

3. Impact

At St Anne's Primary School, the impact of our Design and Technology curriculum is reflected in pupils who are confident, creative and resilient designers. Through a carefully sequenced curriculum, children develop a secure understanding of design principles, technical knowledge and practical skills, enabling them to apply their learning with increasing independence and confidence.

By the time pupils leave St Anne's, they will have developed the knowledge, vocabulary and practical expertise needed to design, make and evaluate purposeful products. They will understand the iterative nature of the design process, learning from successes and setbacks to improve and refine their ideas. Pupils will recognise the importance of Design and Technology in everyday life and appreciate its contribution to society, innovation and the wider world.

The impact of our curriculum is demonstrated through pupils who:

- Know more, remember more and apply more of the knowledge, skills and vocabulary taught throughout the Design and Technology curriculum.
- Achieve well and make strong progress from their individual starting points, with the majority of pupils meeting or exceeding age-related expectations.
- Demonstrate creativity, resilience and confidence when designing, making, evaluating and improving products.
- Apply technical knowledge and practical skills independently to solve problems and respond to design briefs.
- Reflect critically on their own work and that of others, providing thoughtful evaluations and using feedback to improve outcomes.

- Show pride in their work, maintain high expectations of themselves and produce high-quality outcomes.
- Transfer and apply skills from other curriculum areas, including mathematics, English and computing, within purposeful Design and Technology projects.
- Develop the collaborative, problem-solving and critical thinking skills that prepare them for the next stage of their education and for life beyond primary school.

The impact of the curriculum is monitored through ongoing formative assessment, end-of-unit assessments, pupil voice, scrutiny of pupils' work, lesson observations and subject leader monitoring. These processes ensure that teaching remains effective, progression is secure and all pupils are supported to achieve success in Design and Technology.