



BISHOP ROAD
PRIMARY SCHOOL

DESIGN & TECHNOLOGY



CURRICULUM STATEMENT

To engage, inspire and challenge pupils, equipping them with the knowledge and skills to plan, create and evaluate their own products as well as harnessing an appreciation for design and technology in the wider world.



WHAT DOES DESIGN AND TECHNOLOGY LOOK LIKE AT BISHOP ROAD?

- Over their time at Bishop Road, children will learn about DT in a real world context. They will take part in lessons which focus on a specific area such as architecture or robotics and how it functions as part of the wider world.
- All year groups will complete a construction or textiles project that helps them build their practical skill set and develop a curiosity for how things work. In these lessons children will plan, make, and evaluate their own products, working to a design brief.
- Children also take part in theoretical and practical food and nutrition lessons. Cooking skills, such as chopping and peeling, will be explored as well as an understanding of where food comes from and how it is made.

ENRICHMENT OPPORTUNITIES

At Bishop Road all the children will benefit from an exciting range of trips and visits. As part of the DT in the World topics, children will be visited by industry professionals who will support and enrich the taught curriculum and bring the wider world links to life.

CONTRIBUTING THROUGH DESIGN AND TECHNOLOGY

We believe that everybody plays an essential role in their community and it is important that we teach children how to contribute. In DT, children learn about the vital role design and technology plays in the wider world and explore the ways in which it helps to improve peoples' lives.



ESSENTIAL CHARACTERISTICS OF DESIGN AND TECHNOLOGY

- Significant levels of originality and the willingness to take creative risks to produce innovative ideas and prototypes.
- An excellent attitude to learning and independent working.
- The ability to use time efficiently and work constructively and productively with others.
- The ability to carry out thorough research, show initiative and ask questions to develop an exceptionally detailed knowledge of users' needs.
- The ability to act as responsible designers and makers, working ethically, using finite materials carefully and working safely.
- A thorough knowledge of which tools, equipment and materials to use to make their products.
- The ability to apply mathematical knowledge.
- The ability to manage risks exceptionally well to manufacture products safely and hygienically.
- A passion for the subject and knowledge of, up-to-date technological innovations in materials, products and systems.



CURRICULUM COVERAGE

YEAR	AUTUMN & WINTER	SPRING & SUMMER
1	Food and Nutrition	DT Project: Textiles (Felt hand-puppets)
2	DT in the World: Pop-up books.	DT Project: Construction (Insect hotels)
3	Food and Nutrition	DT Project: Textiles (Tote bags)
4	DT in the World: Robots	DT Project: Construction (Kensuke's Island)
5	Food and Nutrition	DT Project: Textiles (Embroidery)
6	DT in the World: Architecture	DT Project: Construction (Puppets)

