

Why do we teach our pupils:

Each of our children is a precious and unique individual, with God given talents and abilities, created to fulfil a special role in God's intricate plan for the world.

“For I know the plans I have for you”, declares the Lord, “plans to prosper you and not to harm you, plans to give you hope and a future”.’

Jeremiah 29:11

Why do we teach Design Technology?

We teach Design Technology to give our children a full understanding of the world around them and how it works. We aim for them to learn about inventors and inventions, manufacturing and engineering processes, textiles and food technology. Our children will be taught Design and Technology in a way that ensures the progression of skills and follows a sequence to build on previous learning.

In learning about the way things work, children gain a deeper understanding of problem-solving and critical thinking. It is in this understanding and valuing of the processes behind production, that children will learn to treat everyday objects, advances in technology and their own bodies with the full respect that God intended.

How will our teaching of Design Technology enable our pupils to fulfil the plan God has for them?

From the building of the Ark by Noah, to Bezalel who was *“filled him with the Spirit of God in wisdom, in understanding, in knowledge, and in all kinds of craftsmanship”* (Exodus 31:2-5), creation and craftsmanship run through the Bible and our lives. It is God's plan for us that we lovingly build and create for the benefit of our families and communities and do so in a way which supports and cherishes the world he made for us. Through the studies of inventors and inventions, children will gain an appreciation for the resourcefulness and ingenuity given to man by a very creative God, the first of all creators. Through the study of food technology children will learn of the beauty and completeness of the food provided for us by God - *And God said, “Behold, I have given you every plant yielding seed that is on the face of all the earth, and every tree with seed in its fruit. You shall have them for food. (Genesis 1:29) - and the importance of maintaining a healthy diet - Or do you not know that your body is a temple of the Holy Spirit within you, whom you have from God? You are not your own, for you were bought with a price. So glorify God in your body (1 Corinthians 6:19-20)*

What do we want to achieve by teaching Design Technology?

We want children to leave St Leonard's with an excellent foundational understanding of textiles, joinery and carpentry, engineering and food technology. We want children to begin high school at the level needed to make good progress in Design Technology throughout their school lives.

We aim for children to have high aspirations and understand the roles and careers that Design Technology can offer them. We also hope for them to understand the genuine impact that it can have upon their lives and the lives of their families, community and global community and empower them to be the people that can achieve this. We aim for our children to use all that they have learnt to create a safer and healthier world and planet in the future.

How does the teaching of Design Technology impact on our aims for our pupils:

Aim:	What contribution does Design Technology make to this:
Faith - develop courage, resilience and patience, through their own personal faith in God, so they can retain hope and joy even during hard experiences. (John 1:12)	- Understand the importance of a healthy diet to remain strong and well through difficult times - Have the patience to trust in trial and error as they problem solve - To be joyous in their achievements and successes - To enjoy processes as much as results
Relationships - flourish through strong relationships with themselves, each other, creation and God. (Luke 10:27)	- To learn about the inventors and inventions of the past and see their Design Technology learning as an extension of the collaboration of humankind before them in our progression in knowledge, skills and technology - To work with each other and their teachers as they seek to be creative and critical thinkers - To enjoy the kinesthetic beauty of creating things with their own hands
Uniqueness - have the self-confidence to understand their uniqueness and God-given purpose to become the person God created them to be. (Matthew 10:30)	- To not be discouraged with thoughts of inferiority in comparison to peers or to inventors of the past and to realise that each child brings their own unique ideas and inventiveness to the world and creation - To fulfil their full potential and explore all of the possible careers and elements of Design Technology to see if there is an area in which they would like to build a career - To understand that the many elements of Design Technology can be enjoyed as hobbies and not just as possible careers.
Intellect - develop a keen intellect and use this talent and ability wisely to protect and enhance themselves, their communities and the environment. (Proverbs 3:13)	- To fully explore their problem-solving skills including trial and error, inventiveness, critical thinking, linear and tangential thinking and creativity - To learn about and appreciate the intellect of inventors before them - To understand how skills and knowledge from other areas of the curriculum (maths, English, science, PE) and those unique to St Leonard's (Emotion Works, P4C) all become useful and relevant in Design Technology - To gain an understanding on how humans have impacted both positively and negatively on the planet and the ways in which we are seeking to use technology to create a better future and reverse some of the harm we have done to the planet - To understand how the different elements of design technology can benefit our communities

Curriculum Intent for Design Technology

	- To foster and develop a range of metacognitive skills which can benefit them in all areas of education and their life
Treat themselves and others with dignity and respect maintaining a healthy body and thriving community. (1 Peter 2:17)	- To gain an understanding of 'necessary' technology - that which is essential to modern-day living - and technology for entertainment and pleasure - To gain understanding and respect for the evolution of Design Technology over the centuries before us - To understand healthy eating and food preparation and the importance it has for our bodies - To understand food waste and food miles and the impact, this has on our communities and planet - To understand the meaning of 'fair trade.' - To explore and enjoy food from other cultures and countries
Salvation - have a recognition that we need to seek forgiveness through Jesus to become friends with God. (Ephesians 2: 8-9)	- To embrace failure as a sign of having tried and forgive their own errors in order to have the courage and faith to try again - To seek to undo or reverse the harm that some advances in technology have created for our planet and seek salvation for humankind by contributing towards more positive advances in and more responsible uses of technology - To understand how individuals and communities can reduce waste both with products and food - To understand how technology and inventions can begin to repair our oceans, forests and ozone

Key Concepts

