Pilgrims' Way Primary School

Design and Technology Policy

Created: Summer Term 2019

Reviewed: July 2020

Review Date: July 2021

Rationale:

Design and Technology is important because it encourages creativity and problem solving in different contexts. It is a practical subject and involves children working through the design, make and evaluate process. It enables pupils to solve real and relevant problems whilst working both independently and with others.

Design and Technology has clear links with other subjects, and this provides opportunities for pupils to apply their learning. They learn to complete tasks practically and develop their skills. By evaluating designs, pupils can comprehend how technology works in their lives.

Aims:

Design and Technology aims to ensure that everyone:

- develops creative, technical and practical skills needed to perform daily tasks
- participate in an increasingly technological world
- can build and apply their understanding and skills to design and make products for different users
- can evaluate and test their own and others ideas
- understands and applies the principles of nutrition and cooking.

Objectives for Pilgrims' Way Primary School:

- to develop children's imaginations and their ideas when designing and making
- to use their understanding of how artefacts work, to develop their own designs
- to use the appropriate skills and equipment for tasks safely
- to develop understanding of how technology affects the world
- to design in different ways, such as drawings, prototypes, discussion and ICT
- to enjoy practical design and make activities.

Teaching and Learning:

- Children are encouraged to think creatively to develop ideas, plan and make artefacts.
- They are encouraged to become critical thinkers when they are evaluating designs and products.
- They are provided with opportunities to work independently and collaboratively with others.
- Collaborative tasks involve opportunities for speaking and listening.
- They work with different materials and resources.
- The needs of each child are met by matching tasks to different abilities.
- Some children are challenged through extended activities and others are supported through additional adult support or adapted tasks.
- Mostly, technology is taught through topics and this is to enrich learning.
- Links with other subjects such as Mathematics, Science and Art are promoted when possible.

- Year groups choose their own tasks based upon the framework as this ensures a broad and progressive coverage of skills and materials.

The Foundation Stage:

Children develop their Technology skills through the Early Learning Goal objectives. They investigate and use construction kits, materials, tools and products. The aim is to develop confidence and physical skills in different contexts.

SEN:

We ensure that all Design and Technology lessons are accessible for all pupils, regardless of their abilities in other aspects of the curriculum. Pupils are supported by teachers and TAs and there are also differentiated expectations.

Health and Safety:

General requirements for Health and Safety apply in this subject and care needs to be taken when using tools, especially glue guns. Tools should be checked before use, be age appropriate and children should be trained to use them safely. Also, children are taught to follow proper procedures for food safety and hygiene.

Assessment:

Teachers assess the design process and through observations during practical lessons. Progress is assessed against the learning objectives for their lessons. Pupils are encouraged to assess their own and each other's work because this helps to develop their evaluating skills.

Monitoring and Review:

The subject leader is responsible for coordinating the Design Technology curriculum, supporting colleagues with resources and direction, and ensuring a broad and balanced range of skills are taught.

Written and Reviewed by the Arts Hub