

Keresforth Primary **School**



Design Technology **Policy**

Introduction

We believe that Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Intent

At our school we intend that children should master Design and Technology to such an extent that they can go on to have careers within Design and Technology and make use of design and technology effectively in their everyday lives. Our children will be taught Design and Technology in a way that ensures progression of skills, and follows a sequence to build on previous learning. Our children will gain experience and skills of a wide range of formal elements of design and concepts of technology in a way that will enhance their learning opportunities, enabling them to use design and technology across a range of subjects to be creative and solve problems, ensuring they make progress.

Aims and objectives

- Develop the creative, technical and practical expertise needed 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
- Develop their capability to create high quality products through combining their designing and making skills with their knowledge and understanding
- Nurture creativity and innovation
- Explore values and attitudes towards the made-world and how we live and work within it
- Develop an understanding of products and processes and their contribution to our society
- Research and explore past design and technology and use this knowledge in their own designing
- To develop an understanding of health and nutrition and how to cook. Develop an attitude that is conscious of what a healthy lifestyle is and how food contributes towards this.

DT implementation

EYFS:

We encourage the development of skills, knowledge and understanding that help Nursery and Reception children make sense of their world. We relate this development to the objectives set out in the EYFS. This learning forms the foundations for later work in Design and Technology. These early experiences include asking questions about how things work, investigating and using a variety of construction kits, materials, tools and products, developing making skills and handling appropriate tools and construction materials safely and with increasing control. We provide a range of experiences that encourage exploration, observation, problem solving, critical thinking, discussion and decision making. These activities take place both indoors and outdoors, and are designed to arouse the children's interest and curiosity. Throughout the Foundation Stage, activities and opportunities are planned where children can learn through talk, play and their own life experiences.

KS1 and KS2:

We follow a broad and balanced Design and Technology curriculum that builds on previous learning and provides both support and challenge for learners. We follow a Design and Technology scheme that ensures and progression of skills and covers all aspects of the Design and Technology curriculum. All classes will have a scheduled Design and Technology lessons in alternative half terms to Art. Children's work and pictures of their work will be stored on the school's shared system and within their DT folders for reference and assessment. We want to ensure that Design and Technology is embedded in our whole school curriculum and that opportunities for enhancing learning by using design and technology are always taken.

Impact and assessment

EYFS

In the EYFS we relate the creative development of the children to the objectives set out in the Early Learning Goals, which underpin the curriculum planning for children aged three to five. The objectives for the children's learning are included within; Expressive arts and design, understanding the world, physical and personal, social and emotional development.

KS1 and KS2

Our children enjoy and value Design and Technology and know why they are doing things, not just how. Children will understand and appreciate the value of Design and Technology in the context of their personal wellbeing and the creative and cultural industries and their many career opportunities. Progress in Design and Technology is demonstrated through regularly reviewing and scrutinising children's work, in accordance with our Design and Technology assessment policy to ensure that progression of skills is taking place. Namely through:

- Looking at pupils' work, especially over time as they gain skills and knowledge
- Observing how they perform in lessons
- Talking to them about what they know

- End of topic quizzes

The Design and Technology curriculum will contribute to children's personal development in creativity, independence, judgement and self-reflection. This would be seen in them being able to talk confidently about their work, and sharing their work with others. Progress will be shown through outcomes and through the important record of the process leading to them.

Inclusion

We believe that it is important for all children to experience the range of design and technology activities. We will use opportunities within design and technology to challenge stereotypes. All children will be encouraged and supported to develop design and technological capability through a range of materials. Lessons will also be adapted by the teacher to support individuals in their design and technology education.

Celebrating DT

DT is celebrated through school as a STEM subject. Some of the ways in which it is celebrated include:

- DT competitions (inside and outside of school)
- Special mentions
- Sharing work on social media (Twitter)
- Sharing work on the school website
- Displaying DT work on displays throughout school

Role of the DT Coordinator

- Endeavour to promote a dynamic approach to the development of DT ensuring that DT has a high profile at the School.
- To update and administer the school DT curriculum and oversee its implementation by other staff.
- Keep up to date with developments in DT through reading and course attendance etc.
- Report back on courses attended.
- Advise and support staff with DT.
- Be responsible for overall cataloguing, storage, purchase and upkeep of all school DT resources and facilities.
- Review and update the school policy statement and guidelines as required.
- Facilitate and carry out DT related competitions within school and for outside competitions.
- Monitor the DT folders.
- Work closely with the Science and Computing coordinators to develop cross curricular links and experiences.