



Christ the King Catholic Primary School



Christ be our light and our guide

Our Vision: To provide an outstanding Catholic education with Christ as our light and our guide.

Design & Technology Policy		
Date 24/09/2018	Review date	Coordinator
September 2018	September 2019	Miss Yassin

Introduction

Design and Technology encourages children to learn to think and intervene creatively to solve problems both as developing a range of ideas and making a range of products. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators.

Aims of Design & Technology

- to develop children's designing and making skills,
- to teach children the knowledge and understanding, within each child's ability, that will be required to complete the making of their product,
- to teach children the safe and effective use of a range of tools, materials and components,
- to develop children's understanding of the ways in which people have designed products in the past and present to meet their needs,
- to develop children's creativity and innovation through designing and making,
- to develop children's understanding of technological processes, their management and contribution to society.

Design & Technology in relation to the National Curriculum

The national curriculum for design and technology aims to ensure that all pupils:

- ❖ *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*
- ❖ *understand and apply the principles of nutrition and learn how to cook.*

Children will design and make a range of products. A good quality finish will be expected in all design and make activities appropriate to the age and ability of the pupil. The work covered in each year group ensures a balance of:

- Investigative, disassembly and evaluative activities,
- focused practical tasks,
- designing and making assignments.

Principles of Teaching and Learning

Design and Technology will engage the children in a broad range of designing and making activities which involve a variety of methods of communication, eg speaking, designing, drawing, assembling, making, writing and using information and communication technology. These activities can be differentiated through careful planning and the selection of resources which are appropriate for different ages and abilities. All children must be encouraged to design and make and must be challenged in designing and making. Projects are taught in blocks which allows for more effective learning in which teachers can focus on DT skills. Teachers will ensure that they have a clear idea of the skills, knowledge and understanding to be taught in each unit of work. Units of work have been selected and planned to ensure a balance of skills, knowledge and understanding throughout each Key Stage.

Relationship to other Subjects

Design & Technology is taught as a subject specific activity through a combination of whole class teaching, group work and individual work. Cross-curricular links are identified when appropriate. E.G the children can apply scientific and mathematical knowledge to create products which are functional.

Equal Opportunities and Special Needs

Teachers ensure that children have access to the range of Design & Technology activities and use opportunities within Design & Technology to challenge stereotypes. Children are encouraged and supported to develop their Design & Technology capability using a range of materials. Teachers differentiate activities within Design & Technology to ensure that the specific needs of individual children are best met.

Assessment, Reporting and Recording

The children's art books are a good source of evidence of good practice. On-going, formative assessment, both during and at the end of each unit, informs summative assessments.

Monitoring and Evaluation

The Design and Technology Subject leader monitors planning and samples of work in all year groups on a termly basis. Findings will be shared with the senior management. Meetings with the SLT are a time to share strengths and next steps.

Resource Management

The Subject Leader will be responsible for ordering equipment and materials related to the theme. It is the responsibility of each class teacher to identify additional resource needs in relation to their project. This will be maintained by the Design and Technology co-ordinator. Any shortages, breakages or losses should be reported immediately to the Design and Technology subject leader.

Hygiene and Safety

It is important that children are taught essential life skills to enable them to participate confidently and safely in designing and making in society. Teachers have a duty to introduce children to a wide variety of production processes and the correct tools for the task. Children must design considering health and safety issues and consequences and operate in a safe and hygienic manner when designing. The subject leader, if required, supports teachers to teach the skills necessary ensuring that children can design and make safely.

Policy written by: Susan Yassin (D&t Subject Leader)