

Christ Church CE Primary School

'Train up a child in the way he should go and when he is old, he will not depart from it.' Proverbs 22:6

Design and Technology Policy

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.

Rationale for Art and Design at Christ Church CE Primary School

Pupils acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn to take risks, becoming resourceful, innovative, enterprising and capable citizens. Though 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 (NC 2014).

Aims and Objectives

The NC for Design and Technology aims to ensure that all pupils:

Design

- Design purposeful, functional, appealing products for themselves and other users based on design criteria.
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

Make

- Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
- Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing).
- Accurately select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

Evaluate

- Explore and evaluate a range of existing products.
- Evaluate their ideas and products against design criteria.
- Technical knowledge

Achieving excellence, opening minds, inspiring dreams, creating futures



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- Build structures, exploring how they can be made stronger, stiffer and more stable.
- Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.
- Cooking and nutrition
- Use the basic principle of a healthy and varied diet to prepare dishes.
- Understand where food comes from.
- Investigate and analyse a range of existing products.
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- Understand how key events and individuals in design and technology have helped shape the world.
- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
- Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).
- Understand and use electrical systems in their products (for example, series circuits incorporating switches, bulbs, buzzers and motors).
- Apply their understanding of computing to program, monitor and control their products.
- Understand and apply the principles of a healthy and varied diet.
- Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
- Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
(NC 2014).

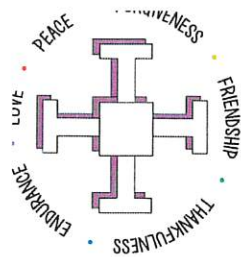
Art and Design Curriculum Planning

Design and Technology is planned for all ages and stages across the school. In Foundation Stage, Design and Technology is covered within the specific areas of Mathematical Development, Understanding the World, and Expressive Arts in the EYFS Development Matters.

In KS1 and KS2 the Design and Technology National Curriculum programmes of study are followed, covering design, making, evaluating, technical knowledge and cooking nutrition.

A whole school long term Design and Technology plan has been developed by the DT coordinator to fit into the schools thematic creative curriculum. This provides continuity and progression across all year groups and ensures that all areas of Design and Technology are covered by children on a cyclical basis, at least once in KS2, LKS2 and UKS2.

Class teachers are responsible for developing their own medium and short term planning to deliver the curriculum.



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Teaching and Learning

A variety of teaching and learning strategies are used within Design and Technology. Pupils are encouraged to work together to set their own targets and to contribute to group discussions and evaluation. In order to achieve the aims and objectives careful planning and classroom organisation is critical. Individual teachers are responsible for the grouping of children within their class, for the delivery of the Design and Technology curriculum to give differentiation of activities.

Demonstrations are given to individuals, pairs and small groups. Practical activities and class discussions are used to improve knowledge and give children a firm base of skills and concepts, which will support the application of their Design and Technology activities. Special provision is given for Special Needs children in order that they may progress through small achievable steps.

Additionally a Design and Technology day is held every year. This is planned by the Design and Technology coordinator to add creativity to the curriculum and put DT into a real-life scenario.

Assessment and Monitoring of Design and Technology

Teachers primarily assess children's work in Design and Technology whilst observing them working during lessons. Marking and feedback may be written but is more likely to be verbal, depending on the nature of the task.

In Foundation Stage evidence is in individual learning journeys. In KS1 and KS2 evidence is kept in their Art and Design curriculum books.

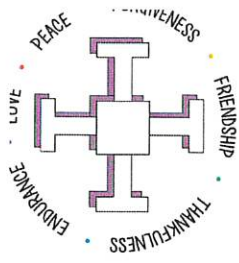
Budgets and Resources

Resources are budgeted for annually on approval from the Governors' Finance Sub Committee. Class teachers are requested to list any resources needed for the year in order to deliver the Design and Technology section of the creative curriculum. The co-ordinator will use this information to determine which resources need to be ordered.

All class teachers have copies of the relevant scheme. The Design and Technology co-ordinator holds the complete package for reference. More copies of the scheme are held in the practical room, providing up to date ideas and information. Resources are stored within the school practical room, to be shared between different classes as required. Various construction materials are also kept in the Foundation Stage resource area.

Health and Safety

When using hand tools our first consideration is for the safety of the children. All tools are checked before and after use. Children are encouraged to immediately report any faulty or broken tools. Safety training is given to all children before they begin to



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use hand tools, and children are taught about hazards, risks and risk control. It is the responsibility of the co-ordinator to monitor adherence to agreed safety measures and to continue the training of 'new' staff and also for new equipment. It is also the responsibility of the competent person to carry out risk assessment (see Healthy and Safety Policy).

Under Health and Safety Regulations it is the legal responsibility of all staff to monitor equipment, to remove any dangerous items from use and report this to the appropriate staff.

Food hygiene and safety regulations will also be adhered to.

Equal Opportunities

Every pupil at Christ Church Primary School will have equal access to the school's Design and Technology programme regardless of race, colour, creed, ethnic origin, age, ability, sex or disability, and thereby fulfil their God given potential.

Signed:

Head Teacher

Date: February 2024

Review Date: February 2026