



Policy on Design and Technology

This policy represents the agreed principles for the teaching of Design and Technology throughout the school. The governors and all the teachers representing the Early Years Foundation Stage, Key stage 1 and Key stage 2 have agreed this policy.

At Shepherd Primary School, we celebrate the cultural backgrounds of our school community, whilst also promoting and upholding British Values. Democracy, the rule of law, individual liberty, mutual respect and tolerance are taught throughout the curriculum alongside our own school Core Values.

School Aims:

Our aims for the school are based on our agreed values and inform our vision for the school. These are:

- Learn and grow together within the safe, caring and happy environment;
- Continually encourage achievement in all aspects of school life;
- Motivate all children with a broad and challenging curriculum;
- Treat everyone with honesty, respect and tolerance;
- Ensure opportunities for all by providing equal access to learning.

1 Aims and objectives

1.1 Design and technology prepares children to take part in the development of tomorrow's rapidly changing world. Creative thinking encourages children to make positive changes to their quality of life. The subject encourages children to become autonomous and creative problem-solvers, both as individuals and as part of a team. It enables them to identify needs and opportunities and to respond by developing ideas, and eventually making products and systems. Through the study of design and technology, they combine practical skills with an understanding of aesthetic, social and environmental issues, as well as of functions and industrial practices. This allows them to reflect on and evaluate present and past design and technology, its uses and its impacts. Design and technology helps all children to become discriminating and informed consumers and potential innovators.

1.2 Our objectives in the teaching of design and technology are:

to develop imaginative thinking in children and to enable them to talk about what they like and dislike when designing and making things;

to enable children to talk about how things work, and to draw and model their ideas;

to encourage children to select appropriate tools and techniques for making a product, whilst following safe procedures;

to explore attitudes towards the made world and how we live and work within it;

to develop an understanding of technological processes and products, their manufacture and their contribution to our society;

to foster enjoyment, satisfaction and purpose in designing and making things.

2 Teaching and learning style

2.1 Shepherd Primary school uses a variety of teaching and learning styles in design and technology lessons. The principal aim is to develop children's knowledge, skills and understanding in design and technology. Teachers ensure that the children apply their knowledge and understanding when developing ideas, planning and making products, and then evaluating them. We do this through a mixture of whole-class teaching and individual or group activities. Within lessons, we give children the opportunity both to work on their own and to collaborate with others, listening to other children's ideas and treating these with respect. Children critically evaluate existing products, their own work and that of others. They have the opportunity to use a wide range of materials and resources, including Computing resources.

2.2 In all classes, there are children of differing ability. We recognise this fact and provide suitable learning opportunities for all children by matching the challenge of the task to the ability of the child. We achieve this through a range of strategies:

setting common tasks that are open-ended and can have a variety of results;

setting tasks of increasing difficulty where not all children complete all tasks;

grouping children by ability, and setting different tasks for each group;

providing a range of challenges through the provision of different resources;

using additional adults to support the work of individual children or small groups.

2.3 For each DT unit, children use a TAP (Task, Audience, Purpose) pack to help them to work through the research, design, make and evaluate process.

2.4 Whenever possible, CAD (Computer Aided Design) is encouraged during DT lessons in order to further develop design skills.

3 Design and technology curriculum planning

- 3.1 Design and technology is a foundation subject in the National Curriculum. Shepherd Primary School uses the national schemes of work, developed by the QCA, as the basis for its curriculum planning in design and technology. Teachers are also encouraged to move away from the QCA units of work and teach areas within the design and technology subject that matches their Creative Curriculum Topic. We have adapted the national scheme to the local circumstances of our school in that we use the local environment as the starting point for aspects of our work.
- 3.2 We carry out the curriculum planning in design and technology in two key stages: long-term, and medium-term. The long-term plan maps out the units covered in each term by each year group. The subject leader works this out in conjunction with teaching colleagues in each year group. It makes explicit the development of knowledge and skills across the year groups.
- 3.3 Our medium-term plans, give details of each unit of work for each term. They identify learning objectives and outcomes for each unit, and ensure an appropriate balance and distribution of work across each term. Specific learning objectives are listed, alongside skills and expected outcomes for each lesson, and detail how the lessons are to be taught.
- 3.4 We plan the activities in design and technology so that they build on the prior learning of the children. We give children of all abilities the opportunity to develop their skills, knowledge and understanding, and we also build planned progression into the scheme of work, so that the children are increasingly challenged as they move through the school.

4 The Foundation Stage

- 4.1 We encourage the development of skills, knowledge and understanding that help reception children make sense of their world as an integral part of the school's work. As the reception class is part of the Foundation Stage of the National Curriculum, we relate the development of the children's knowledge and understanding of the world to the objectives set out in the Development Matters Statements. These underpin the curriculum planning for children aged three to five. 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 material safely and with increasing control.
- 4.2 We provide a range of experiences that encourage exploration, observation, problem-solving, critical thinking and discussion. These activities, indoors and outdoors, attract the children's interest and curiosity.

5 Contribution of design and technology to teaching in other curriculum areas

5.1 English

Design and technology contributes to the teaching of English in our school by providing valuable opportunities to reinforce what the children have been doing during their English

lessons. Discussion, drama and role-play are important ways that we employ for the children to develop an understanding of the fact that people have different views about design and technology. The evaluation of products requires children to articulate their ideas and to compare and contrast their views with those of other people. Through discussion, children learn to justify their own views and clarify their design ideas.

5.2 Mathematics

In design and technology, there are many opportunities for children to apply their mathematical skills through choosing and using appropriate ways of calculating measurements and distances. They learn how to check the results of calculations for reasonableness, and learn how to use an appropriate degree of accuracy for different contexts. Children learn to measure and use equipment correctly. They apply their knowledge of fractions and percentages to describe quantities and calculate proportions. The children will carry out investigations, and in doing so, they will learn to read and interpret scales, collect and present data, and draw their own conclusions. They will learn about size and shape, and make practical use of their mathematical knowledge, in order to be creative and practical in their designs and modelling.

5.3 Personal, Social, Health and Citizenship Education (PSHCE)

Design and technology contributes to the teaching of personal, social and health education and citizenship. We encourage the children to develop a sense of responsibility in following safe procedures when making things. They also learn about health and healthy diets. Their work encourages them to be responsible and to set targets to meet deadlines, and they also learn, through their understanding of personal hygiene, how to prevent disease from spreading when working with food.

5.4 Spiritual, Moral, Social and Cultural (SMSC) development

The teaching of design and technology offers opportunities to support the social development of our children through the way in which we expect them to work with each other in lessons. Our groupings allow children to work together, and give them the chance to discuss their ideas and feelings about their own work and the work of others. Through their collaborative and cooperative work across a range of activities and experiences in design and technology, the children develop respect for the abilities of other children, and a better understanding of themselves. They also develop a respect for the environment, for their own health and safety, and for that of others. They develop their cultural awareness and understanding, and they learn to appreciate the value of differences and similarities. A variety of experiences teaches them to appreciate that all people are equally important, and that the needs of individuals are not the same as the needs of groups.

6 Design and Technology and Computing

6.1 Computing technology enhances the teaching of design and technology, wherever appropriate, in all key stages. Children use software to enhance their skills in designing and making things. Younger children are able to use simple desktop-publishing software to try

out designs. Older children use a Computing control program to control mechanisms and to get them to move in different ways, either in a virtual world or via an infrared connection to working models. Children use computer-aided design (CAD) software as part of an investigation into packaging, before making their own. The children also use Computing software to collect information and to present their designs through a range of design and presentation software.

7 Design and Technology and Inclusion

- 7.1 At our school, we teach design and technology to all children, whatever their ability and individual needs. Design and technology implements the school curriculum policy of providing a broad and balanced education to all children. Through our design and technology teaching, we provide learning opportunities that enable all pupils to make good progress. We strive hard to meet the needs of those pupils with special educational needs, those with disabilities, those with special gifts and talents, and those learning English as an additional language, and we take all reasonable steps to achieve this. For further details, see separate policies: Special Educational Needs; Disability Discrimination; Gifted and Talented Children; English as an Additional Language (EAL).
- 7.2 When progress falls significantly outside the expected range, the child may have special educational needs. Our assessment process looks at a range of factors – classroom organisation, teaching materials, teaching style, differentiation – so that we can take some additional or different action to enable the child to learn more effectively. Assessment against the National Curriculum allows us to consider each child's attainment and progress against Age Related Expectations. This helps to ensure that our teaching is matched to each child's needs.
- 7.3 Intervention through SEN Support will lead to the creation of an Individual Education Plan (IEP) for children with special educational needs. The IEP may include, as appropriate, specific targets relating to design and technology.
- 7.4 We enable pupils to have access to the full range of activities involved in learning design and technology. Where children are to participate in activities outside the classroom e.g. by taking part in a museum or on a factory trip, we carry out a risk assessment prior to the activity, to ensure that the activity is safe and appropriate for all pupils.

8 Assessment for learning

- 8.1 Teachers assess children's work in design and technology by making assessments as they observe them working during lessons. They record the progress that children make by assessing the children's work against the learning objectives for their lessons. Older children are encouraged to make judgements on ways in which their work can be improved. A design and technology comment is made on the end of year report sent home to parents each year. Each teacher passes this information on to the next teacher at the end of each year.

8.2 The subject leader keeps evidence of the children's work in a portfolio. This demonstrates the expected level of achievement in design and technology in each year of the school.

9 Resources

9.1 Our school has a wide range of resources to support the teaching of design and technology across the school. Classrooms have a range of basic resources, with the more specialised equipment being kept in a specifically built design and technology classroom. This room is only accessible to children under adult supervision.

10 Health and safety

10.1 In this subject, the general teaching requirement for health and safety applies. We teach children how to follow proper procedures for food safety and hygiene.

10.2 Sharp items such as knives and saws are kept in a locked cabinet. Sharp items have to be counted in and out by the class teacher and this is highlighted on planning sheets. Sharp tools are used in KS1 with 1:1 adult supervision and support.

11 Sustainability

11.1 Through our work towards the Sustainable Schools Award, Shepherd Primary School is committed to being environmentally sustainable and educating our children and wider school community about sustainability for the future. In moving towards being sustainable, we are attempting to reduce our ecological footprint or to tread more lightly on the Earth. This equates to reducing the amount of resources we use and buy, the waste we produce and the emissions we produce. Class teachers plan to teach children about sustainability issues, through the teaching of D&T, where appropriate and relevant.

12 Monitoring and review

12.1 The coordination and planning of the design technology curriculum are the responsibility of the subject leader, who also:

supports colleagues in their teaching, by keeping informed about current developments in design and technology, and by providing a strategic lead and direction for this subject in the school;

gives the Headteacher an annual summary report in which s/he evaluates the strengths and weaknesses in design technology, and indicates areas for further improvement;

uses specially allocated regular management time to review evidence of the children's work, and to observe lessons of design technology across the school.

carries out work sampling with the governors.

12.2 This policy will be reviewed at least every two years.