



Baslow St-Anne's C of E Primary Design & Technology Policy



Growing healthy minds and hearts together
 “Life in all its fullness”
 Respect...Kindness...Diversity



Version	Date	Author	Reason for Change	Minute Number
1	2017	S Ferguson		
2	2021	S Hayes	Values and Vision added /updated on EYFS provision and curriculum	
3	2022	S Hayes	No change	04/CS/03/22

Approved by:

Mrs Marie Clark (Headteacher)

Curriculum Committee

Chair of Governors: Tony Mottram:

Vision and Values

At Baslow St. Anne's Church of England Primary School we believe that it is vitally important that everybody is safe, confident and happy in our school community. We aim to provide an environment in which our children feel safe, secure and confident, are respectful citizens in and out of school and nurture the Christian values that underpin all that we do. We believe that our children and staff should lead 'a life in all its fullness', nurturing our vision of growing healthy minds and hearts together. We strive to ensure this is in place to enable every child to achieve their full potential and be prepared for their next step in life, with our key Christian values firmly rooted: respect, kindness and diversity.

Purpose

Within key stage 1 and 2 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.

(National Curriculum in England, ref. DFE-00170-2013)

For our younger children DT is structured differently. It is organised as skills taught and learnt within the EYFS framework through its prime and specific areas. The most relevant of these areas being: Physical Development, Understanding the World and Expressive Arts and Design. Pupils learn and explore focusing on various outcomes from 30-50 months up to their Early Learning Goals. The outcomes for ELG are the prerequisite skills for design and technology on entering the national curriculum.

(EYFS Framework in England, ref. DFE-00169-2017)

Aims and objectives

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 creative problem-solvers, as individuals and as part of a team.

Design and technology is an essential part of a child's entitlement to a broad and balanced curriculum. The aims 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;
- to enable children to talk about how things work;
- to encourage children to select appropriate tools and techniques for making a product including computer software, 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, products, and their manufacture, and their contribution to our society;
- to foster enjoyment, satisfaction and purpose in designing and making and to critique, evaluate and test ideas and products and those of others;
- understand and apply the principles of nutrition and learn how to cook.

Teaching and Learning of Design and Technology

EYFS

Children will work towards their Early Learning Goals and these outcomes prepare the child for the subject of design and technology in key stage one. The relevant skills are:

Physical Development – Moving and Handling

- To handle equipment and tools effectively, including pencils for writing.

Expressive Arts and Design – Exploring and using media and materials

- To safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Expressive Arts and Design – Being imaginative

- To use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.

Key Stage 1 and 2

The national curriculum programme of study is planned to ensure it enables our children cover a balance of these main areas:

- Design – where children use research as a basis for generating and developing their own ideas of products fit for purpose. They communicate ideas through discussion, annotations, sketches, diagrams, prototypes and computer-aided design.
- Make – where children are given the opportunity to learn and practise using tools, new skills and techniques which they can use in making products from a wide range of materials. Children become more competent in making choices through experience as to a materials properties and aesthetic qualities.
- Evaluate- investigate, analyse and evaluate a range of existing products as well as evaluate their own product. Work towards a greater knowledge of key events and individuals and how they have shaped the world.
- Technical knowledge – apply understanding to build strong, reinforced and later more complex structures. Understand and use mechanical and later electrical systems in their products. Later children will also apply the use of computing to program, monitor and control their products.
- Cooking and nutrition – understand and apply the principles of a healthy and varied diet. To be taught how to cook using a range of cooking techniques to embed skills to feed themselves and others affordably and well now and in later life.

Children will be encouraged to:

- Question, describe, explain and present ideas
- Use a range of technical vocabulary
- Use Computing to research, develop and present ideas
- Visit/ have visitors from appropriate industries (make secure links with everyday life)
- Use a wide range of tools and materials
- To work collaboratively using problem-solving and thinking skills.

Design and Technology throughout school

Design and technology is a foundation subject in the New National Curriculum (2014). Our medium-term plans identify learning objectives and outcomes for each unit, and ensure an appropriate balance throughout each year. Design and technology is currently planned to link where possible to our creative curriculum and cross curricular, with many opportunities for skills also explored outdoors as part of our Forest School.

Teaching and learning will be monitored bi-annually.

Assessment

Teachers assess children's work in design and technology by making assessments as they observe them working during lessons. All staff will record which children are working at emerging, expected and exceeding level. Teachers then use information to inform planning and to include in annual reports to parents.

Children will also be given opportunities to be involved in self-assessment and peer assessment as part of the evaluation process.

Children's work / evidence of children's work will be displayed in classrooms, the arts' corridor and the arts' blog and once displayed evidence will then be saved in the Share folder on the Network.

Equal opportunities

All children regardless of ability are given full access to the curriculum. Work in design and technology takes into account the targets set for individual children in their Individual Education Plans (IEPs), if appropriate.

Health and safety

Teachers will ensure that any risks involved in practical tasks are highlighted in planning. Children will be involved in suggesting possible dangers. Pointers / demonstration of safe practice will be used where appropriate.

Risk Assessments to be completed if necessary.

Computing

Computing is used to support design and technology teaching when appropriate. The children use computers to collect information and to present their designs.

KS2 children will apply their understanding of computing to programme, monitor and control their products.

Resources

Tools / resources are stored in the DT trolley at the back of Class 4.

Policy and the Learning Journey to be kept in DT co-ordinator's file and on the network.

INTERIM REVIEW DATE: November 2021

Reviewed March 2022