Design Technology Policy

Governor Committee Responsible:	**Curriculum and Standards**
Status:	**Statutory / Non-statutory**
Review Cycle:	**Every 4 years**
Staff Lead:	**J Wilson**
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OUR VISION

Every child at Fladbury will know they are loved by God, have a happy heart and be part of a flourishing, well-led school. When they leave Fladbury, they will be well-prepared to meet challenges, confident in their abilities and look forward to their bright future with an open mind.

John 10:10, "I came that you may have life and have it to the full."

The purpose of Design and Technology education is to give pupils the skills and knowledge necessary for them to design and make products that solve real and relevant problems within a variety of contexts. At Fladbury First School, we encourage the children's creativity and imagination to design and make products for a purpose.

National Curriculum and Early Years Foundation Stage

The National Curriculum (2014) states that the purpose of studying Design and Technology is as follows:

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.

Aims

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.*

The statutory framework for the EYFS (2021) states that educational programmes must involve activities and experiences for children, as set out under each of the areas of learning.

- Explore different materials, using all their senses to investigate them. Manipulate and play with different materials.
- Use their imagination as they consider what they can do with different materials.
- Make simple models which express their ideas.
- Explore different materials freely, to develop their ideas about how to use them and what to make.
- Develop their own ideas and then decide which materials to use to express them.
- Join different materials and explore different textures.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively, sharing ideas, resources and skills.

Whole School Curriculum Intent

At Fladbury First School, because of our vision, we believe that the children should have high-quality Design and Technology lessons that will engage and inspire them to think innovatively and develop their creativity. We aim to provide a broad and balanced curriculum and ensure the progressive development of knowledge and skills. Children will learn to design products for a purpose and be able to make and evaluate them with confidence. We want the children to experience the fullness of life by learning new skills and knowledge in DT that will stay with them as they continue their life and look forward to a bright future.

Implement

Design and Technology is mainly taught through a topic approach alongside History and Geography. Our Creative Curriculum is carefully planned to engage and excite all our learners. The activities in Design and Technology build upon the prior learning of the children. Children in their designing and making will apply knowledge and skills of: textiles, food, mechanisms and structures. Children will look at existing products before considering their own designs to support their knowledge and imagination.

Impact

Through the teaching of Design and Technology we enable all children to;

- Enable children to talk about how things work and to develop their technical knowledge.
- Apply a growing body of knowledge, understanding and skills in order to design and make prototypes and products for a wide range of users.
- Encourage children to select appropriate tools and techniques when making a product, whilst following safe procedures.
- Develop an understanding of technological processes and products, their manufacture and their contribution to our society.
- Foster enjoyment, satisfaction and purpose in designing and making things.
- Critique, evaluate and test their ideas and products, and the work of others.
- Understand and apply the principles of nutrition and to learn how to cook.
- Understand how key events and individuals in design and technology have helped shape the world.

Teaching and Learning

At Fladbury, we use a variety of teaching and learning styles in Design and Technology lessons. Teachers ensure that the children apply their knowledge and understanding when developing their own ideas. The sequence of learning will be as follows: children will plan their designs, make and then evaluate their products. We give children the opportunity to work on their own as well as collaboratively. Children critically evaluate existing products, their own as well as others.

Curriculum Planning

Provision of Design and Technology in school is guided by the National Curriculum 2014 requirements. Planning at each stage of the pupils' learning is carefully structured to ensure progression of skills, knowledge and understanding. Staff use a DT skills progression grid to ensure planning enables pupils to make progress within artistic skills in different media. In Key Stage One and Two the DT curriculum is covered by progressive units of work that have been adapted and developed collaboratively with teaching staff from each year group. A DT Unit is taught six times over a two-year cycle in KS1 and KS2 depending when it best fits with the topic/theme.

Health and Safety

The children will be shown how to use all equipment appropriately during Design and Technology lessons and equipment that has a higher than usual risk will be planned for appropriately and supervised. It is the duty of staff to take 'all reasonable care' for the health and safety of themselves and others who may be affected by their acts or omissions.

Inclusion

We are committed to equality of opportunity in all aspects of school life at Fladbury First School due to our vision and belief that Jesus came to help everyone live their life to the full. Our aim is to offer all of our pupils a Design and Technology curriculum that is relevant and differentiated where necessary so that all of our pupils can reach their full potential, express themselves in a safe and caring environment and develop their self-esteem.

Monitoring

The Design and Technology policy is reviewed by the Subject Leader. The subject is also monitored throughout the year by the Subject Leader who will:

- Looking in sketchbooks, including Floor Books in EYFS.
- DT folders in KS1
- DT Project books in KS2
- Planning – short term, medium term and long-term plans, to ensure that all objectives are covered sufficiently and in depth.
- Complete learning walks and offer CPD.
- Talk to children to gauge their knowledge and attitudes towards the subject.
- Displays around school.

Resources

We have a wide range of resources to support the teaching of Design and Technology across the school. All of the classrooms have a basic supply of equipment, with more specialised equipment located in a central storage area. It is the responsibility of class teachers to request resources related to topics/units of work in good time. It is the responsibility of all staff members and children to take care of the Design and Technology resources and storage areas.

Subject Leader

The role of the Design and Technology Leader is:
• To ensure that a good quality Design and Technology curriculum is in place, including conducting learning/environment walks.
• To develop the Design and Technology policy throughout school.
• To monitor progress within Design and Technology throughout school.
• To keep up to date with any developments in Design and Technology education and disseminate this to staff appropriately.
• To offer support and advice to colleagues.
• To raise the profile of Design and Technology across the school.