

**KINETON GREEN PRIMARY
SCHOOL**

**DESIGN AND TECHNOLOGY
POLICY**

September 2018

INTRODUCTION

The importance of design and technology to the curriculum

Design and technology (D&T) prepares pupils to participate in tomorrow's rapidly changing technologies. They learn to think and intervene creatively to improve the quality of life. The subject calls for pupils to become autonomous and creative problem solvers both as individuals and as members of a team. In their designing and making, pupils combine practical skills with an understanding of aesthetics, social and environmental issues and industrial practices. As they do so they reflect on, learn from and evaluate present and past design technology, its uses and effects. Through D&T all pupils can develop innovation and become discriminating and informed users of products.

AIMS

The school aims to:

- provide a relevant, challenging and enjoyable curriculum for D&T for all pupils;
- develop all pupils' designing and making skills and technical knowledge and understanding, using a range of tools equipment and components safely;
- enable pupils to work with a range of products and in creative problem solving both as individuals and with others;
- encourage pupils to become understanding and discriminating consumers.

Strategy for implementation

TEACHING AND LEARNING

Medium term planning for Design and Technology provides an overall view of the subject across each year group to show complete coverage and progression and can be found within the cornerstones overviews.

Individual class teachers are responsible for short-term planning. Classroom organisation and differentiation are identified within individual teacher's weekly plans.

Assessment

Assessment is based on teacher assessment. Each unit is assessed by the class teacher and the data is then used to review overall school performance and look for any trends.

Inclusion

Teachers provide differentiated resources as necessary, with extension activities for the more able where necessary. Appropriate tools and equipment are provided to ensure that all pupils have sufficient access to the D&T curriculum.

Organisation

There is one hour per week of timetabled time to teach Art or DT, this should be split between the 2 fairly equally depending upon which activities are suited to the current topic.

During the making phase of some activities and some aspects of food technology, pupils should work in well-supervised groups.

The curriculum

Planned activities are designed to enable pupils to develop their skills, knowledge and understanding, being taught through:

- investigating and evaluating a range of familiar products, including how they work and how well they work;
- focused practical tasks that develop a range of techniques, skills, processes and knowledge;
- design and make assignments where the pupils use a range of materials.

Learning resources

In line with recommendations, teachers provide a range of good quality materials, tools and equipment. At Key Stage 1 pupils use a range of materials, including textiles, food and items that can be assembled to make products. At Key Stage 2 pupils use a range of materials including stiff and flexible sheet materials, textiles, mouldable materials, food, electrical and mechanical components.

Safe Practice

When working with tools, equipment and materials, pupils are taught the appropriate health and safety procedures and understand the steps they should take to control risks.

Continuity and progression

The scheme of work ensures that tasks provide both continuity and progression. Consolidation of the skills, knowledge and understanding in D&T is carried out by its use to support learning in other subjects, such as literacy, numeracy, science and art.

Literacy

D&T is a useful vehicle for teaching aspects of Literacy, including recounted texts, use of instructions and non-chronological reports. Pupils should consolidate their skills in reading by following instructions, reading captions and labels in design work. Pupils are taught the meaning, use and spelling of technical and specialist vocabulary.

Numeracy

D&T provides ample opportunities for the practical application of mathematics. Pupils are encouraged to choose and use appropriate ways of calculating measurement and distances and to check the results of their calculations.

ICT

There are opportunities for pupils to use ICT in the scheme, they also have access to a range of activities including those where they:

- use, draw and paint programs to model ideas.
 - use database and other information sources for research;
 - develop their awareness of how ICT is used in the wider world.

Personal, social and health education

D&T activities help pupils to reflect on how technology affects the environment and how design decisions are influenced by value systems. They are encouraged to recognise the need to consider the views of others when discussing design ideas and explore the contribution of products to the quality of life within different cultures. Pupils are encouraged to manage their environment to ensure the health and safety of themselves and others, to develop their sense of responsibility in following safe procedures and understand both the importance of personal hygiene and how to work hygienically.

Healthy Eating

At Kineton Green we have Healthy Eating units in both Key Stages of the JIGSAW PHSE subject. These units increase the children's knowledge of where their food comes from, and how marketing and distribution impact on their lives as well as the environment.

They also increase the children's knowledge of what constitutes a healthy diet.

Review

This policy will be reviewed in line with the school's policy review programme.