

## St Lawrence C of E (Aided) Junior School

### Design and Technology Policy

#### Aims

Through a range of creative and practical activities, pupils design, make, evaluate and use technical knowledge to:

- 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

#### Teaching and Learning

*Six principles* describe the features of a genuine D&T experience from the pupil's perspective. Each principle should be evident to a greater or lesser degree in each project that pupils undertake.

**User:** Pupils have a clear idea of who they are designing and making for, considering their needs, wants, values, interests and preferences

**Purpose:** Pupils should be able to clearly communicate the purpose of the products they are designing and making

**Functionality:** Pupils should design and make products that work/function effectively in order to fulfill user needs, wants and purposes

**Design Decisions:** Pupils need opportunities to make their own design decisions, using their creative and technical expertise to decide on the form their product will take

**Innovation:** Pupils have the opportunity to practice original thinking from open-ended starting points that encourage a range of design ideas and result in different products being developed

**Authenticity:** Pupils should design and make products that are believable, real and meaningful to themselves and others

#### Equal Opportunities

Teachers ensure that all children have access to the range of D&T activities and use opportunities within D&T to challenge stereotypes. Teachers differentiate activities within Design & Technology to ensure that the specific needs of individual children are best met.

#### Cross-curricular links

- cognitive skills – observing, questioning, logical reasoning, predicting, evaluating, estimating
- social skills – planning, co-operating and team working, sharing of materials and equipment, persuading and negotiating
- communicative skills – listening, talking, reading and recording
- practical skills – choosing materials, cutting, shaping and joining

#### Marking, assessment and recording:

Pupil's complete a self-assessment sheet for each topic. They evaluate their performance against the learning intentions and write a reflective comment. The class teacher also writes a comment, based on the pupil's achievement.

## **D&T Planning**

D&T is planned by the subject coordinator, in consultation with the year group team.

### **The role of the subject co-ordinator:**

- take a lead in the development and monitoring of the policy and provision of schemes of work to ensure the progression and continuity in D&T throughout the school
- have responsibility for ordering and storing resources and for the D&T budget
- identify staff training needs and support colleagues in the teaching of D&T
- liaise with outside agencies and Elm Partnership colleagues in order to become informed about current developments in the subject

### **Health and safety:**

Pupils will be taught to:

- assess the risk to themselves
- take action to control risks
- recognise hazards to themselves and others in a range of activities and environments, and in the use of certain products
- understand the need for safe practice in using tools and materials and how to achieve this

Teachers will:

- familiarise themselves with tools and materials before letting pupils use them
- follow safety advice given for tools and materials
- organise the teaching environment to minimise risk
- set up 'stations' in the classroom for children using tools (glue-guns, saws, blades)

## **Resources**

The planning for each year group is resourced by the 'Topic Boxes' which are stored in the Studio and labelled according to the year group and topic. Additional equipment may be stored in the Art/DT/RE cupboard, as indicated. Where activities have a 'class set' of resources, classes should be taught the lesson at different times, to avoid rationing.

Food Technology resources are stored in the Food Technology Room. These resources must not be used for anything other than food preparation.

Reviewed: November 2018

Next review date: November 2021