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Staff Responsibility:	Tracey Hanson
Linked policies:	Curriculum, teaching and learning, assessment
Singed by chair:	L. Rowbotham
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Boarshaw Community Primary School **Design and Technology policy**

Introduction

Design and Technology encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. They are taught to look for opportunities and to respond to them by developing a range of ideas and making a range of products. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators.

Aims of Design & Technology

- To develop children's designing and making skills.
- To stimulate children's creativity and promote imagination.
- To teach children the knowledge and understanding, within each child's ability that will be required to complete the making of their product.
- To teach children the safe and effective use of a range of tools, materials and components, • to develop children's understanding of the ways in which people have designed products in the past and present to meet their needs,
- To develop children's understanding of technological processes, their management and contribution to society.

General Aims

At Boarshaw Community Primary School we aim:

- To provide all pupils with equal access to a rich music curriculum matched well to their ages, abilities and special needs that allows them to make good progress.
- To provide children with the opportunity to communicate what we see and feel through a variety of materials, textures, colours and patterns.
- 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, 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 foster children's enjoyment, satisfaction and purpose when designing and making products.
- To use ICT software to assist our designing and learning.
- To allow children be critical in evaluating their own and other people's work, giving an opinion on what they think might improve their piece of work.

- To increase the children's knowledge of artists, craftspeople and designers who have influenced work in this area from a range of cultures and time periods.

Planning and Organisation.

- At Boarshaw we have created Essential skills, which teachers use, to plan appropriate Design and Technology activities linking to the topic the year group are studying.
- Over the year Children will design and make a range of products.
- A good quality finish will be expected in all design and make activities appropriate to the age and ability of the pupil.
- The work covered in each year group ensures a balance of:
 - 1) Investigative, disassembly and evaluative activities.
 - 2) Focused practical tasks.
 - 3) Designing and making assignments.
 - 4) Evaluating our final products.

Teaching and Learning

- Teachers will ensure that activities can be differentiated through careful planning and the selection of resources which are appropriate for different ages and abilities.
- All children will be encouraged to design and make and will be challenged in designing and making process.
- Teachers of parallel classes plan D&T using the topics to contextualise the children's making.
- Activities will be carefully selected and planned to ensure a balance of materials, skills, knowledge and understanding across the year.
- Teachers will plan to include designing and making assignments supported by focused practical tasks or skills teaching and work involving reviewing existing products All children should have a breadth and balance of experience.

Design and Technology across the Curriculum

- Cross-curricular links are identified when appropriate. E.G The children can apply scientific and mathematical knowledge to create products which are functional.
- Opportunities are used to encourage children to use their creative knowledge over all areas. Design and Technology can help provide meaning to all other subjects within the curriculum. Design and Technology is a way of providing opportunities to develop fine-motor skills, observational skills, and concentration. Design and Technology can be linked to all other areas and gives a practical approach to learning.
- Development in SMSC will take place across all curriculum areas, within activities that encourage pupils to recognise the spiritual dimension of their learning, reflect on the significance of what they are learning, and to recognise any challenges that there may be to their own attitude and lifestyle. All curriculum areas should seek illustrations and examples drawn from as wide a range of cultural contexts as possible

Inclusion and Equal Opportunities

All children have an equal opportunity regardless of gender, race or ability, to progress and succeed in their Design and Technology learning and understanding.

We pay particular attention to ensuring there is no gender bias in materials or in access to resources, including ICT. Teachers should pay attention to the equal distribution of their questions across all groups. Any displays and references to this subject in society should show positive role models of gender, race, ethnicity and disabilities.

Monitoring and Evaluation

Provision for Design and Technology is monitored and reviewed on a regular basis.

This is achieved by:

Tracey Hanson the Design and Technology Coordinator who will monitor resource provision, identifying shortfalls, identify aspects within curriculum subjects to be included in teacher planning.

The SLT shall have oversight of this policy and monitor the provision of Design and Technology.