



## Design and Technology Policy

Agreed January 2021  
To Be Reviewed January 2024

## **Design and Technology Policy**

### **Vision**

At Castle Hill Infant School we aim to develop and nurture children's creativity and innovations through purposeful designing and making. Children will develop their capability to create high quality products by combining their designing and making skills with their knowledge and understanding. We aim for children to refine their skills in order to design and make products that solve real and relevant problems in a range of contexts. We aim to promote effective learning and enjoyment in every aspect of design and technology; whilst enabling children to successfully participate in a rapidly changing technological world.

Design and technology involves applying knowledge and skills when researching, designing, making and evaluating products. The activities undertaken will enable our children to consider the needs of individuals and society within a caring community. Undertaking design and technology activities in school will give our children opportunities to use a range of materials and processes to work independently or as part of a team.

The curriculum is planned to meet the needs of the New Curriculum at KS1 and in accordance with the Early Years Foundation Stage Statutory Framework. Design and technology is taught through an integrated curriculum approach. Children will be aware when they are learning design and technology based themes.

### **Aims**

- 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.

### **Early Years Foundation Stage**

In accordance with the Early Years Foundation Stage Statutory Framework, children are given opportunities to and encouraged to use design and technology skills independently during their self-initiated play.

### **KS1 Objectives**

#### **Design**

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

## **Make**

- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

## **Evaluate**

- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

## **Technical knowledge**

- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products

## **Differentiation**

Teachers aim to give children tasks matched to their individual needs. No one teaching strategy will be sufficient in itself to ensure appropriate differentiation, but teachers will usually select one or more of the following approaches:

- children may be given different tasks
- children may be given different resources to assist them
- children may be given differing levels of support by the teacher and other children
- children may be given open-ended tasks which allow for a range of different outcomes

## **Assessment**

Formative assessment is done during lessons and teachers utilise a variety of methods (questioning, discussion, marking and feedback) in order to determine how each child is progressing. In formal terms we record progress annually on the written report to parents.

## **Home Learning**

Children are asked to complete home learning projects throughout the year which incorporate topics and DT skills across the whole school.

## **Resources**

We have a wide range of resources and these are organised into KS1 project boxes in the hall store cupboard. Early Years have creative areas in the unit and resources are made accessible to the children and are replenished regularly.

## **Safety**

Teachers are responsible for the safety of their children and they ensure at all times that the children are working and behaving in a manner that will not cause harm to themselves or to other children. Teachers will record any cooking activities in the

'Food Standards Agency' file in the Creative Room. We follow all Health and Safety guidance from county. This is also highlighted on the planning.

**Linked Policies:**

- SEN Policy
- Able Child Policy
- Single Equality Policy
- Curriculum Policy