

Winmarleigh Church of England Primary School



Enjoy - Believe - Achieve

Design & Technology Policy

Overview: Developing and increasing pupils' understanding and enjoyment of Design and Technology is core to our curriculum. This policy will put into place the provisions for Design and Technology, which are set out in the National Curriculum 2014, and we will ensure that children have opportunities to:

1. Develop their knowledge and understanding of the National Curriculum subjects, and achieve their full potential.
2. Collaborate with others confidently and respectfully in a variety of different ways.
3. Be fully prepared for the next stage of their education and life in modern Britain.
4. Develop their experiences of diversity and how this benefits our local and national communities

Intent:

1. To provide children with the opportunity to use creativity and imagination to design and make products that solve real life problems within a variety of contexts. To equip children with the capability of evaluating past and present design and technology.
2. To give children the opportunity to learn to consider their own and others' needs, wants and values.
3. To equip children with a broad range of subject knowledge and the ability to draw on subjects such as maths, science, engineering, computing and art. To encourage children to take risks, becoming resourceful, creative and capable citizens. To help children develop a critical understanding of its impact on daily life and the wider world.

Implementation:

An appropriate range of teaching and learning strategies will be used in all lessons to capture pupils' interest and to promote effective learning and progress. Teachers will use a range of teaching and learning resources, to develop the knowledge, skills and understanding of every child, ensuring that all pupils, including those with SEND, achieve high standards for their ability and make appropriate progress. Children will investigate and analyse a range of existing products, evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. Teachers will make use of the immediate and wider environment to help pupils apply their knowledge, skills and understanding to see the relevance of DT to their own lives and how it has shaped our world. They will set challenging work, tasks and problems to increase children's' knowledge, skills and understanding, to extend their thinking and build their self-confidence. Teachers will assess children's work through formative and summative judgements by; asking questions, observing learners during lessons, observing pupils solving practical problems and listening to pupils' discussions.

Impact

1. This policy will ensure that all pupils become confident in using their Design Technology knowledge being able to develop their creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
2. Children will be able to 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. Children will have the ability to critique, evaluate and test their ideas and products and the work of others.
3. Children will understand and apply the principles of nutrition and learn how to cook.

Revised and adopted by the Governing Body- Date: March 2023

Reviewed: January 2025

Date	Amendment	Reason for Amendment