****

**Design and Technology Policy 2023**

**Our Vision:**

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’ designing and making skills.
* 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 creativity and innovation through designing and making,
* To develop children’s understanding of technological processes, their management and contribution to society.

**Design & Technology in relation to the National Curriculum:**

*The national curriculum for design and technology aims to ensure that all pupils:*

* *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.*

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:

• investigative, disassembly and evaluative activities,

• focused practical tasks,

• designing and making assignments.

**Principles of Teaching and Learning:**

Design and Technology will engage the children in a broad range of designing and making activities which involve a variety of methods of communication, e.g. speaking, designing, drawing, assembling, making, writing and using information and communication technology. These activities can be differentiated through careful planning and the selection of resources which are appropriate for different ages and abilities. All children must be encouraged to design and make and must be stretched in designing and making. Units of work have been selected and planned to ensure a balance of materials, skills, knowledge and understanding throughout each Key Stage. Units of work are planned 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.

**Cross Curricular Links:**

Design and Technology is taught as a subject specific activity through a combination of whole class teaching, group work and individual work. Cross-curricular links are identified when appropriate, for example the children can apply scientific and mathematical knowledge to create products which are functional.

**Equal Opportunities and Special Needs:**

Our Design and Technology curriculum is accessible to all the children in school regardless of their capabilities. Activities should be planned so that all children with special needs may have the opportunity to participate fully. Teachers ensure that children have access to the range of Design and Technology activities and use opportunities within Design and Technology to challenge stereotypes.

**Assessment, Reporting and Recording:**

The children’s work is assessed, and verbal feedback is given whilst observing and working with them during lessons by class teacher and members. Teachers may also keep evidence of the children’s work often as a photographic record which shows children’s achievements. Assessment and monitoring will be achieved by pupil interviews, work sampling, classroom displays and tracking. Progression and achievement are shown in the teacher’s medium-term plans and within the school’s progression document.

**Monitoring and Evaluation:**

The Design and Technology Subject leader monitors planning and samples of work in all year groups on a termly basis. Findings will be shared with the senior management.

**Resource Management:**

We have a wide range of resources which are used to aid the teaching of art. Class teachers are responsible for ensuring they have the materials they require to support the objectives and activities they have planned. The Design and Technology subject leader is responsible for coordinating the purchasing and maintenance of equipment and materials and asks the class teachers to complete a resource and supplies order form every term. Advice and support are given by the DT leader to the class teachers if required.

**Hygiene and Safety:**

It is important that children are taught essential life skills to enable them to participate confidently and safely in designing and making in society. Teachers have a duty to introduce children to a wide variety of production processes and the correct tools for the task. Children must design considering health and safety issues and consequences and operate in a safe and hygienic manner when designing. The subject leader, if required, supports teachers to teach the skills necessary ensuring that children can design and make safely.

**Subject Leaders Role:**

The DT subject leader will:

* Seek to enthuse pupils and staff about art and promote high achievement.
* Advise and support staff in the planning, delivery, and assessment of Design and Technology.
* Manage and develop all resources for Design and Technology.
* Monitor and evaluate Design and Technology throughout the school.
* Keep up to date with current developments through attending courses and feedback this information to staff through inset and staff training.
* Assist in the delivery of the Design and Technology Curriculum.