

Garstang Community Primary School

Design and Technology Curriculum Policy

Aims and Objectives

Design and Technology is essentially a practical subject that allows children to think imaginatively and creatively and to become independent, effective problem solvers. Our aim is to provide children with a rich and enjoyable experience of Design and Technology, in which they can acquire and develop their own designing, making and evaluating skills.

The aims of Design and Technology are:

- To create opportunities for pupils to explore, question, evaluate, discover and discuss and how a range of gadgets, devices and mechanisms work
- To use the basic principles of a healthy and varied diet to investigate, evaluate and prepare a range of recipes and dishes.
- To allow pupils to develop their designing skills by drawing on their own experiences and other sources of information to generate and present e
- To use and explore a range of materials, resources and equipment
- To develop a range of skills that will enable our pupils to achieve success in this curriculum area
- To enable pupils to select appropriate materials, tools and techniques to make quality products whilst following safe procedures
- To create opportunities for our pupils to evaluate their work constructively

Early Years

The Foundation Stage curriculum ensures an emphasis on creative work in the Reception Class. We relate the creative development of the children to the objectives set out in the Early Learning Goals.

The children have access to a wide range of modelling, construction, collage, painting and drawing activities using appropriate tools and materials. The children are encouraged to develop their own creative ideas.

Key Stage 1

Through a variety of creative and practical activities pupils should be taught the knowledge, understanding and skills needed to engage in the process of designing and making. Pupils have opportunities to work in a range of relevant contexts. Within each unit of work pupils are taught the process of designing, making and evaluating. Pupils will be given opportunities to develop specific technical knowledge (for example, how structures can be made more stable).

Key Stage 2

In Key Stage 2, pupils will have opportunities to further develop their skills and to use a wider range of materials and components including using electrical and computing systems. Pupils design innovative, functional, appealing products that are fit for purpose and are aimed at particular individuals or groups. Key Stage 2 pupils are given opportunities to learn about key events and individuals in design and technology who have helped to shape our world.

Inclusion

At Garstang Community Primary School we teach Design and Technology to all pupils whatever their ability and individual needs.

Cooking and Nutrition

At Garstang Community Primary School we aim to nurture a love of healthy food and cooking. Our pupils explore and investigate a wide range of healthy ingredients. We create opportunities for our pupils to develop the cooking skills and techniques needed to be able to prepare delicious, nutritious and healthy meals for themselves and their families.

Cross Curricular Links

English: Our Design and Technology curriculum contributes to the teaching English by providing valuable opportunities to reinforce prior learning. Discussion, drama and role play are important ways for pupils to develop an understanding that people have different views about Design and Technology. The evaluation of products requires pupils to articulate their ideas and to compare and contrast their views with those of other people. Through discussion, pupils learn how to justify their own views and clarify their design ideas.

Maths: In Design and Technology pupils learn how to measure and weigh accurately and use equipment correctly. They generate nets of shapes in order to create packaging. Design and Technology presents our pupils with many opportunities to apply their mathematical knowledge and understanding through real-life problem solving.

Science: There are strong links between our Design and Technology and Science topics (for example, Food and Nutrition, Electricity, Forces and Structures).

ICT: ICT enhances the teaching of Design and Technology wherever appropriate in all key stages.

PSHE: Design and Technology contributes to the teaching of PSHE, encouraging pupils to develop a sense of responsibility in following safe procedures when making products, including food hygiene. In addition pupils learn about health and nutrition. Their work encourages them to set targets and meet deadlines.

Topic Map

The topic map for Design and Technology is included in this policy.

Assessment

Assessment is an integral part of the teaching process. Assessment is used to inform planning and to facilitate differentiation. We assess our pupils' work in Design and Technology whilst observing them working during lessons. Self and peer evaluation is an important part of the process. Pupils' progress in Design and Technology is reported to parents through their child's annual report and during parent evening meetings.

Monitoring

Each pupil in Key Stage 1 and 2 has an Art and Design book in which they record their ideas, designs and evaluations. Samples of work across the key stages and photographs of finished products are collected to demonstrate the wide variety of learning experiences.

Health and Safety

Teachers ensure that all learning takes place within a safe environment with specific reference to use of equipment, tools and materials. Pupils are taught how to use equipment, tools and materials safely and responsibly in line with school risk assessments. Pupils are taught how to follow correct procedures for food safety and hygiene.

Subject Leader: Mrs Caroline Winstanley

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To be reviewed – December 2016