Design and Technology Policy

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Loving Learning,
Striving for Success,
Achieving Everyday

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Design and Technology Overview

Design and Technology allows children to become creative thinkers and encourages children to problem solve which prepares children to take part in the development of tomorrow's rapidly changing world, both as individuals and as part of a team. It enables them to identify needs and opportunities and to respond by developing ideas and eventually making product systems. Through the study of design and technology they combine practical skills with an understanding of aesthetic, social and environmental issues, as well as functions and industrial practices. This allows them to reflect on and evaluate present and past design and technology, its uses and its impacts. Design and technology helps all children to become selective and informed consumers and potential innovators.

Areas of Design and Technology

Design and Technology at our school is broken into six main areas –

- Construction
- Cooking and Nutrition
- Use of Materials
- Mechanisms
- Textiles
- Electrical and Mechanical Components

Within these areas, children learn a new skill or build upon a skill previously learnt. From Early Years to Year Six, the areas of learning are clearly progressive, allowing all children to be involved with engaging and stimulating learning opportunities. Within all these areas, pupils follow the fundamental principles to show the clear stages of research, design, make and evaluate.

Aims of Design and Technology

Within Colegrave Primary School, Design and Technology meets the following aims –

- To develop imaginative thinking in children and enable them to talk about what they like and dislike when designing and making
- To provide the framework for 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 develop an understanding of technological processes, products, and their manufacture, and their contribution to our society
- To be critical and analytical thinkers, learning how to improve and make their own work better.

In addition to this, the school follows the subsequent national curriculum 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.

Principles of Teaching and Learning

In each unit of Design and Technology, we follow the fundamental principles of research, design, make and evaluate. This process creates the foundation of all teaching and learning, ensuring all children have a rounded, well-balanced experience in Design and Technology.

Design and Technology engages the children in a broad range of activities which involve a variety of methods of communication; speaking, designing, drawing, assembling, making, writing and using information and communication technology.

D&T within our Curriculum

At Colegrave, we teach half-termly topic with clear entry and exit points. Medium Term plans are plotted as learning journeys. Design and Technology is planned as a unit within these learning journey three times across the year. Each unit is contextualized within the specific topic.

Diversity in D and T

At Colegrave we celebrate the diversity of our children and staff. We understand the needs of each individual child and ensure all children can access Design and Technology through careful differentiation and resourcing. Additional care is taken to ensure activities do not have a gender bias. Furthermore, the use of multicultural stimuli wherever possible enhances and enriches design possibilities.

D & T Planning

Teachers plan Design and Technology using the current class topics to contextualize the children's making. Projects are taught in blocks, which allows for more effective learning in which teachers can focus on DT skills. Teachers ensure that they have a clear idea of the skills, knowledge and understanding to be taught in each unit of work that are indicated in their medium term plan. This allows children have a breadth and balance of experience. The planning is completed on the following template to ensure all teachers are following the research, design, make and evaluate aspects of Design and Technology.