



Design Technology Policy

LEARNING AND GROWING; SAFE IN GOD'S LOVE

Rationale

At Birchington CE Primary School Design and Technology offers an essentially practical activity, concerned with developing children's ability to operate creatively, effectively and confidently in the world. Through designing and making, children tackle a wide variety of issues, drawing upon a broad base of knowledge, skills and values. Design and Technology recognises the importance of 'knowing how' as well as 'knowing that'. This subject is part of the Science and DT Hub.

Aims

- to develop capability in the skills, processes, knowledge and understanding involved in designing and making
- to develop a range of skills related to decision-making and management
- to develop a critical awareness about the made world and the recognition that pupils can bring about change
- to develop a sense of enjoyment and pride in pupils ability to design and make
- to achieve the most positive outcomes for all children
- to develop the evaluation skill of the children giving the opportunity to improve their designs

Objectives

These objectives, derived from the aims, guide us in our decisions in relation to planning schemes of work. They also form the basis of evaluation.

To develop capability in the skills, processes, knowledge and understanding involved in designing and making:

- to provide opportunities for pupils to combine designing and making skills with knowledge and understanding in order to design and make products
- to develop an understanding of the processes of designing and making
- to develop a repertoire of specific skills, knowledge and understanding useful to designing and making

- to encourage pupils to study existing products in order to develop design and technological skills, knowledge and understanding

To develop a critical awareness about the made world and the recognition that pupils can bring about change:

- to provide opportunities for pupils to investigate, disassemble and evaluate products in order to learn how they function and to develop an understanding of quality
- to develop an understanding of how designers work to meet people's needs and values
- to provide opportunities for pupils to design and make products in response to needs and opportunities

To develop a sense of enjoyment and pride in pupil's ability to design and make:

- to celebrate the value of designing and making activity, evaluating their own, each others and other people's work, past and present
- to display pupils' work and work of other designers

To develop a range of skills related to decision-making and management.

- to be inovative and inventive and create tomorrow's products today
- to evaluate and apply key life skills
- to provide opportunities for children to work independently and in teams
- to help children to work within constraints, e.g. time, materials, space, equipment, ability, health and safety
- to develop a sense of responsibility for their working environment and resources

Principles of Teaching and Learning

These will be guided by SEND, Gifted and Talented, Teaching and Learning and Equal Opportunities policies.

Activities

Lesson planning will provide opportunities for children to develop reasearch and product analysis skills:

- apply design problems to real world situations
- develop skills and knowledge of tools and materials
- explore and develop their ideas and the ideas of others
- apply skills and knowledge to a practical situation
- consider health and safety issues

- evaluate their own and other people's work in a constructive way
- be reflective about their work

Resources

A wide range of resources (the environment, products, construction kits, books, pictures, plans, photographs, people) will be used alongside the Kapow! scheme to help pupils to develop understanding about design and technology.

Health, safety and hygiene

This will be guided by the Health and Safety Policy.

This policy has been reviewed in line with the current Equality Impact Assessment.