Design Technology Policy

Intent

The manner in which our curriculum is organised enables all children, including those with additional needs and EHCPs, to fully participate in learning activities.

Our Achieve curriculum will ensure:

All children are provided with the very best learning experiences.

Classrooms are stimulating and a safe space where children develop their love for learning.

Happiness of all is paramount.

Individual needs are recognised and met; an inclusive curriculum for all.

Early Years expertise is used to meet the unique needs of the children from the ages of 3-7.

Voices of the children are heard and listened to, ensuring that they are at the heart of everything we do and every decision we make.

Each and every child makes the best possible progress, leading to lifelong academic and personal achievement.

We have developed an active approach to learning and teaching which enables us to respond to the needs of our children as they move from Nursery to Reception and then on to Year 1 and 2.

As teachers, we communicate enthusiasm and passion about Design and Technology and challenge children's thinking. We enhance and develop children's knowledge and understanding of an increasing range of materials, mechanisms, structures where they will be taught to evaluate, design and make a variety of products that are fit for purpose and the user. This will help to prepare our children to participate in tomorrow's rapidly changing technologies. We will provide our children with outstanding learning opportunities where they will be able to work independently, carrying out their own research and investigations and to be able to think creatively and innovatively. We will build on their natural curiosity and ability to explore and understand the world around them. This will be achieved through the teaching of well-planned opportunities which start from the child (see ACHIEVE curriculum) where children use, apply and develop their knowledge and skills across the EYFS and National Curriculum.

Through our Design Technology Curriculum we:

- Build on the child's natural curiosity, inventiveness and wonder to help them make sense of the world around them.
- Teach the skills needed to answer questions and solve problems using investigative methods and other practical techniques.
- Guide children through the process of investigating, designing, making and evaluating.
- Enable children to make links to other areas of the curriculum.

Implementation

Our approach to all children as individuals including those with SEN alongside our accurate on-going assessment together with our curriculum organisation (See Curriculum Teaching and Learning Assessment documents) mean that all children including those with additional needs can access the curriculum on offer.

Our ACHIEVE curriculum enables us to teach in ways that are imaginative, purposeful, well managed and enjoyable. Children are involved in the planning of a theme linked to the ACHIEVE curriculum. Mind maps are created as a whole class and teachers ask the children to share what they already know about their chosen theme and also what they are interested to find out about. A discussion then takes place and the children's curiosity and wonder shapes the theme for the class which gives the children ownership of their learning. This way of working ensures that teachers have an understanding of what fascinates the children and this enables teachers to be motivate, enthuse and excite when teaching Design and Technology.

Design and Technology teaching is used as a motivating context for developing different aspects of children's learning from across the curriculum. When making links to other areas of the curriculum children are encouraged to talk for a range of purposes including evaluating products in order to test and refine their products. The children are taught to communicate their findings in a variety of ways.

Through investigating and disassembling existing products, children are able to develop their Computing skills by using cameras and iPads to record their findings. Children are given opportunities to focus on finding out how products work and how well they fit the purpose of the user. They are then able to develop a range of ideas using their understanding in order to make successful products. Children are able to use and apply their understanding of number and measures. The practical, investigative skills developed within science will have a direct link to Design and Technology teaching and learning. PSHRE has a pertinent link through encouraging children to manage their environment to ensure health and safety of themselves and others. Furthermore children will be given opportunities to work collaboratively towards a common goal when working as part of a team. They will share ideas,

make comparisons, negotiate and offer each other feedback in order to ensure high quality outcomes.

Children are prepared to participate in tomorrow's rapidly changing technologies. They learn to think creatively and become autonomous and creative problem solvers, both independently and within group situations.

Before making products children are encouraged to reflect on and evaluate present and past design and technology products and their uses, they will then use this to inform their own designs and making of products. Children will be encouraged to create their own design criteria for the products that they make and this will enable them to evaluate their products throughout the whole design, make and evaluate process.

Our Design Technology Programme of Study ensures that all teachers have a clear understanding of how to teach our curriculum effectively across the school. It also ensures that all objectives are covered thoroughly and that there is a clear progression through each year group.

Impact

Children, including those with additional needs and EHCPs, leave us as independent learners. Our knowledge of research relating to one to one support ensures that children do not become reliant upon adult support to complete their learning activities.

Our Design Technology curriculum ensures that children develop into enthusiastic, motivated and independent learners with a real love of learning. A range of exciting and motivating learning opportunities enables the children to become confident learners who are able to use the practical skills they have been taught to solve problems to design and make a range of products for different purposes.

The children understand the importance of investigating and disassembling and how this informs their designs and how they choose to make their final outcomes. The children confidently apply their learning from other curriculum areas and they are able to evaluate the success of their products using design criteria.

Through these high quality learning opportunities, children develop an appreciation of the contribution Design Technology makes to all aspects of everyday life and the world around them. Our Design Technology curriculum encourages children to utilise these skills in a range of exciting contexts and prepares them for lifelong learning. Our curriculum ensures that children are given opportunities to design and make in a range of contexts and therefore they are able to apply these skills as they grow and choose careers later in life.

Health and Safety

When using tools including scissors and staplers the children work in small groups with an adult to ensure their safety. The children are taught how to use these tools safely and the to move around the classroom carefully.
Risk assessments are also carried out to ensure the safety of all children. This includes but is not limited to:
-Each time the children are given opportunities to cook.
-When glue guns are used.
-When woodworking toys are used.

Review
This policy will be reviewed as appropriate by staff and governors.

Effective Date
Reviewed June 2021

Next to be reviewed
September 2022