



Member of staff responsible: Elizabeth McKay

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## Design and Technology

*"Design is a funny word. Some people think design is how it looks but of course, if you dig deeper, it's really how it works. "*

*-Steve Jobs*

### MISSION STATEMENT

At Water School our aim is to teach to inspire, motivate and nurture the next generation of creative and critical thinkers. We work in partnership with parents and the community to achieve the highest standards. Our main goal is to encourage our children to be resilient, respectful and independent learners, who are equipped for lifelong learning. Through stimulating, safe learning environments and excellent opportunities to succeed in and out of the classroom, we encourage children's progress and achievements.

### AIMS

At Water, we understand that Design and Technology involves applying knowledge and skills when designing and making products. The activities in school will give our children opportunities to use a range of materials and processes, and to work independently or as part of a team.

Our school aims to:

- develop imaginative thinking in children and to enable them to talk about what they like and dislike when designing and making
- enable children to talk about how things work and to draw and model their ideas
- encourage children to select appropriate tools and techniques for making a product, whilst following safe procedures
- explore attitudes towards the made world and how we live and work within it
- develop an understanding of technological processes, products and their manufacture, and their contribution to our society

### CURRICULUM AND SCHOOL ORGANISATION

In order to achieve these aims, design and technology is planned as part of our class topics. Our objectives are derived from the national curriculum and we ensure most topics have a D&T focus which offers children the opportunity to work individually or in groups in a balanced programme of design and technology. The children are encouraged to further their abilities through practise as well as using art in cross curricular activities.

The National Curriculum (2014) states:

*Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on*

*disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.*

## **PLANNING AND DELIVERY**

Planning is used to:

- set clear and achievable goals;
- ensure work is matched to pupils' abilities, experience and interests;
- ensure progression, continuity and subject coverage throughout the School.
- set high expectations and provide opportunities for all pupils to achieve regardless of race, gender or disability.

Design and Technology will engage the children in a broad range of designing and making activities which involve a variety of methods of communication, eg 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. The D&T skill should link to the topics for that half term and throughout the year there should be a wide range of D&T skills taught including working with different materials, designing and making as well as cooking. EYFS should follow the National EYFS framework for objectives.

## **ICT**

Pupils will be given opportunities to use ICT to aid their design and technology learning including using programmes such as Purple Mash and also the internet to help aid activities. When using ICT, our ICT policy will be followed.

## **ASSESSMENT, RECORD KEEPING AND RECORDING**

Assessment is generally the responsibility of the class teacher and is used to:

- Plan future teaching and learning.
- Provide summative information for parents and teachers.

A range of assessment techniques is used including:

- Teacher observation of children working.
- Discussion with and questioning of pupils.
- Marking and evaluation of any written work.
- Taking pictures of the process and the final piece of work.
- Evaluation of completed work - by the children as well as the teacher.
- Using national curriculum objectives and assess pupils against these.

## **EQUAL OPPORTUNITIES.**

It is the responsibility of all teachers to ensure that all pupils, irrespective of gender, ability, race and social circumstance, have access to the music curriculum and make the greatest progress possible.

## **SPECIAL EDUCATIONAL NEEDS / INCLUSION.**

The school will work to ensure that all pupils including those with special educational needs are provided with an appropriate design and technology curriculum. In order to achieve this, teachers will work to:

- Set suitable learning challenges.
- Respond to pupils' diverse learning needs.
- Overcome potential barriers to learning and assessment for individuals and groups of pupils.

## **AGT**

Able, Gifted and Talented children should be identified and noted on the school AGT register. Appropriate opportunities should be provided for them to share and develop their talents. The teacher should ensure that children are suitably challenged and extended within the lessons.

## **Resources**

Resources are stored in the Art cupboards (Kitchen area) and paper and card can be taken from the paper cupboard by the school offices. It is the teacher's responsibility to look after the resources and the coordinators role to replenish the products.