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Staff Responsibility:	Rachel Dench
Singed by chair:	
Date:	

Greenfield Primary School Design and Technology Policy

OVERVIEW

Design and Technology is about designing and making products for a specific user and purpose. It involves children in learning about the world we live in and developing a wide range of knowledge and skills through designing and making. It helps children to think through problems creatively, about how to organise themselves and how to use knowledge and skills to bring about change and to shape the environment. Through design and technology children become discriminating and informed users of products and become innovators.

INTENT

Our curriculum will offer children opportunities to:

- Develop their capability to create high quality products through combining their designing and making skills with knowledge and understanding;
- Develop a sense of enjoyment and pride in their ability to make;
- Nurture creativity and innovation through designing and making;
- Develop an interest and understanding of the ways in which people from the past and present have used design to meet their needs.

In the Early Years Foundation Stage we provide opportunities for children to:

- Develop a curiosity and interest in the designed and made world through investigating, talking and asking questions about familiar products;
- Develop confidence and enthusiasm through frequent exploration of construction kits to build and construct objects, and activities for exploring joining, assembling and shaping materials to make products;
- Extend their vocabulary through talking and explaining about their designing and making activities.

IMPLEMENTATION

- DT is a foundation subject and is taught discretely for a least 1 hour each week (during the half termly unit) or for the equivalent (over 1 or 2 days).
- Colleagues should use the project planners in the scheme imaginatively, whilst ensuring the learning objectives remain the same in order to ensure progression.

- In the EYFS, daily design and technology activities are planned; some initiated by the children and some led by adults.
- Children in their designing and making will apply knowledge and skills of: textiles, food, mechanisms, mechanical systems and structures. Electrical systems are taught in KS2.
- Every year group to do a food project per year.
- All design, make and evaluate assignments provide learning opportunities for developing creativity through designing skills such as generating, exploring, modifying ideas through drawing, modelling with materials and problem solving.
- All projects should include the three types of activity:
- Investigative and Evaluative Activities (IEAs) where children learn from a range of existing products and find out about D&T in the wider world;
- Focused tasks (FTs) where they are taught specific technical knowledge, designing skills and making skills;
- Design, make and evaluate Assignments (DMEA) where children create functional products with users and purposes in mind.

IMPACT

- Children will leave Greenfield Primary School having developed an understanding of the design and made world through first-hand experience.
- They will experience and experiment with a wide range of materials, tools and techniques and will be able to make choices based on their prior experience.
- Through following a clear long term plan in line with the National Curriculum, it is expected that teaching and learning will show progression across all key stages. Subsequently, more children will achieve age related expectations in Design and Technology at the end of their cohort year and Key Stage. It is our aim that children will retain knowledge and skills taught within each unit of work, remember these (building on the long term memory of skills) and apply and build on them in their future work.
- By the time children leave Greenfield Primary School, we want them to have developed a passion for Design and Technology, working both independently and collaboratively. They will have grown in confidence when using a range of tools and techniques and will be able to respond critically to their own and other's work.
- Through Design and Technology children will begin to build lifelong skills of problem solving, perseverance, critical thinking and collaboration.