



Design and Technology Policy

Act justly, Love mercy, Walk humbly

Queniborough C E Primary School

	Date	Signed
This Policy was adopted on	Nov 2020	
To be reviewed		

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. (The National Curriculum 2014)

Key aims and objectives:

The key aim is to promote high standards of Designing and Making, enabling pupils to reach their full potential. This aim can be broken down further into 4 smaller objectives: 1. To provide the pupils with stimulating challenges which will lead to inner satisfaction and confidence when a task has been accomplished. 2. To provide a wide range of practical experiences and develop appropriate practical skills. 3. To increase the pupils' understanding of aesthetics by encouraging them to discern between good and bad design. 4. To encourage lively and inquiring minds with the ability to identify and solve problems both individually and in groups.

Curriculum and school organisation

We use a skills based cross-curricular approach to teaching and learning using objectives taken from the National Curriculum. We teach DT skills discretely and through our Curriculum themes, ensuring all children access all areas of the Design Technology Curriculum. In Early Years Foundation Stage, Design and Technology is an integral part of topic work, relating aspects of the children's work to the objectives set out in the Early Learning Goals, and Expressive Arts and Design. To facilitate our objectives different teaching styles and methods are used as appropriate. These include small group and individual work.

Each year group has specific skills to develop and/or introduce, which can be found in the year group planning document.

Safety in Design and Technology

The safety of the children is the responsibility of the class teacher. The children are made aware of the safe use and correct procedure involved when using tools and equipment in a learning environment and how to follow proper procedures for food safety and hygiene. The children are made aware of the need to be careful and to understand that their actions can affect others. The children build up a range of skills when using equipment to reduce unnecessary risk. Craft knives are used under direct supervision of an adult. Glue guns are used under supervision. All staff, including

helpers, are made aware of food safety procedures when working with food to minimise any risks. The children wear protective clothing if necessary. COSHH, guidelines can be found in the Staff room and must be followed when teacher with and/or handle hazardous substances (e.g Plaster of paris)

Policy written by T Sharpe 23-11-2020

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