



Eccleston C.E. Primary School
Let Our Light Shine

Design and Technology Policy

Curriculum Committee

Reviewed: Spring 2020

Approved by Curriculum Committee: Spring 2020

Approved by Full Governing Board: Spring 2020

Signed by Chair of Governors:

Review Date: Spring 2024

Introduction

Design and Technology at Eccleston prepares children to take part in the development of tomorrow's rapidly changing world. The teaching and learning of Design and Technology allows the children to become creative problems solvers, as individuals and as part of a team. The children investigate needs, wants and opportunities and respond to them by developing a range of ideas and making products and systems, before then evaluating their work. All children at Eccleston CE Primary School have access to a challenging, broad and balanced D&T curriculum regardless of gender, race, cultural or social background, special educational needs or being more able learners.

Intent

Through Design and Technology colleagues intend to provide a range of experiences relevant to the children, in order to develop the skills and understanding of the rapidly changing modern world. We do this by:

- Providing all children with equal access and opportunity.
- Encouraging an understanding of technology in our everyday lives.
- Instilling good health and safety habits and attitudes.
- Ensuring progression, considering the needs of all children.
- Enabling the children to see D&T as a whole process.
- Encouraging logical and creative thinking, problem solving skills and strategies and building upon practical skills.
- Providing opportunities for social skills development, through group work and co-operation.

Implementation

Pupils at Eccleston are encouraged to think imaginatively and to talk about their likes and dislikes when designing and making. They think about what products are used for and the needs of the people who use them. They then plan what has to be done, identifying what works well and what can be improved in both their own designs and those of others. The children explore how familiar things work and talk about, draw and model their ideas. They learn how to design and make safely. Children may work independently, in pairs or in small groups.

Design and Technology is taught in three parts:

1. Disassembly and investigation

2. Practical tasks/assignments
3. Evaluation

Where possible D&T is taught as part of cross-curricular themes, with links to amongst others; the science, PSHE, citizenship and history curriculum objectives. At Ecclestone all children are encouraged to participate in the Design and Technology curriculum. The curriculum takes account of the interests of all children and allows for a variety of interpretations and outcomes.

Impact

Through Design and Technology lessons at Ecclestone the children will make progression through KS1 and 2, following the National Curriculum objectives. They will see D&T as a whole process, which allows the use of logical and creative thinking, the solving of problems and the building of skills and strategies to fulfil a design, either independently, with a partner or as a small team.

Evidence of the impact of our Design and Technology curriculum will be assessed by class teachers and support staff through discussion and observation during lessons and by the children's recording of each activity, e.g. planning, designing and evaluating.

The subject leader will monitor the impact of the D&T curriculum through scrutiny of work, lesson observations, talking to children and staff assessments.

Subject Leader - Bev Arrowsmith