



Design and Technology Policy

Intent

At Abingdon Primary School, we want our pupils to develop their creativity and imaginations through our Design and Technology curriculum. They will design and make products that solve real and relevant problems within a variety of contexts, considering their own and other's needs.

The children will be involved in a cycle – designing, making and evaluating of each product. They will also develop their technical skills and learn how to cook, about healthy eating and where food come from. Our Design and Technology curriculum provides children with opportunities to develop their skills using a range of media and materials.

Our D&T curriculum is broad and balanced and links to our creative curriculum. It gives a meaningful context for children to develop and apply their learning in other subjects, for example maths, science, computing and art.

Our aims are to:

- fulfil the requirements of the National Curriculum for Design and Technology,
- provide a broad and balanced curriculum,
- ensure the progressive development of knowledge and skills,
- develop the children's competence in controlling materials and tools,
- acquire knowledge and become proficient in various design techniques and processes,
- ensure the children continually consider the user, the purpose, the functionality, make design decisions, be innovative and authentic for each project.

Implementation

Design and Technology is taught at least once a week (or the equivalent) and there is a new topic each term, focusing on knowledge and skills stated in the National Curriculum, which link to our creative curriculum. Through a variety of creative and practical activities, we teach the knowledge, understanding and skills needed to engage in an iterative process of designing and making. The children design and create products that consider function and purpose and which are relevant to a range of sectors.

When designing and making, the children are taught to:

Design:

- use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional diagrams, prototypes, pattern pieces and computer-aided design.

Make:

- select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting,

shaping, joining and finishing, as well as chopping and slicing) accurately.

- select from and use a wider range of materials, ingredients and components, including construction materials, textiles and ingredients, according to their functional properties, aesthetic qualities and, where appropriate, taste.

Evaluate:

- investigate and analyse a range of existing products.
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
- understand how key events and individuals in design and technology have helped shape the world.

Technical knowledge:

- apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
- understand and use mechanical systems in their products.
- understand and use electrical systems in their products.
- apply their understanding of computing to program, monitor and control their products
- Understand some of the ways that food can be processed and the effect of different cooking practices (including baking and grilling).

Key skills and key knowledge for D &T have been mapped across the school to ensure progression between year groups and key stage phases. The context for the children's work in Design and Technology is also well considered and children learn about real life structures and the purpose of specific examples, as well as developing their skills throughout the programme of study.

Impact:

Our Design and Technology curriculum is high quality, well thought out and is planned to demonstrate progression. We ensure the children develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world. The children will also understand and apply the principles of nutrition and learn how to cook. We measure the impact of our curriculum through the following methods:

- Assessing children's understanding of topic linked vocabulary before and after the unit is taught.
- Summative assessment of pupil discussions about their learning.
- Images and videos of the children's practical learning.
- Pupil voice-Interviewing the pupils about their learning
- Book looks –a monitoring of sketchbooks
- Termly book flicks- where Teachers can look at the work being done on the other year groups/ classes.
- Annual reporting of standards across the curriculum.

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