



Bishop Bridgeman Church of England Primary School

Design Technology Policy

Rationale:

In Design and Technology (DT) children are taught to develop their capability through designing and making a range of products and systems for specific purposes. Pupils solve problems creatively as individuals and members of a team. In doing, so they reflect on and evaluate present and past design and technology, its uses and effects.

Purpose:

Design & Technology offers opportunities to:

- To foster a positive attitude towards DT.
- To develop skills, knowledge and understanding, which children can apply to a technological process, planning and making with constant evaluation.
- To develop an awareness of the environment and appreciate that we can affect and control it to a certain extent.
- To develop the ability to communicate effectively - verbally, numerically and visually.
- To develop a range of thinking and encourage children to use their own strategies to solve problems.
- To develop social skills when working in a group.

Guidelines:

1. All children are given equal opportunities to follow the National Curriculum for DT, which states DT will incorporate:

- Investigative skills where children disassemble and critically evaluate existing products to inform their own design. (IDEA)
- Focused Practical Task (FPT) where children are given an opportunity to learn and practise new skills and techniques.
- Design and Make Assignment (DMA) this is where children are allowed to be creative using what they have learnt through FPT.

2. Work is planned to ensure progression of content and skills across each Key Stage, appropriate to the children's ages and abilities.

3. Cross curricular links are made with other subjects, including ICT and science, where appropriate. Within science there are opportunities for children to use and develop their scientific knowledge and understanding when working with a range of materials for example when working on electrical circuits and with food products. The use of ICT can help children's learning in design and technology by providing additional equipment and tools to help them produce and manipulate images and play with ideas and possibilities for the creative use of materials and processes.

4. Children develop and practise particular skills and knowledge working with a range of tools, materials and equipment in a variety of ways.

5. Children investigate, disassemble and evaluate products before designing and making their own.

6. All children are made aware of Health and Safety issues when undertaking work in DT. When working with tools, equipment and materials, in practical activities and in different environments, including those that are unfamiliar, pupils should be taught:

- About hazards, risks and risk control
- To recognise hazards, assess consequent risks and take steps to control the risks to themselves and others
- To use information to assess the immediate and cumulative risks
- To manage their environment to ensure the health & safety of themselves and others
- To explain the steps they take to control risks.

7. Where appropriate, DT will be planned and delivered through the TASC

approach to enable pupils to be critical and creative thinkers as well as problem solvers to find solutions to their own problems.

Conclusion:

Design and technology provides an opportunity for all pupils to become discriminating and informed users of products and to become innovators.

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Written : November 2014

Our school aims to support all families and the wider community. Any queries or concerns regarding individual policies will be considered on an individual basis.