



Girnhill Infant School

'Where everyone is valued and futures matter'



Design Technology Policy

Review Date:

Chair of Governors

Head Teacher

Design Technology Subject Policy

Aims and Objectives

Design and Technology is taught as part of a broad and balanced curriculum. Our aim is for all children to enjoy the elements of design technology as part of our fully inclusive ethos of the school and to develop skills and positive attitudes that allow them to have success in a variety of projects. Our aim is for children to think creatively, to be engaged, inspired and challenged. The subject encourages children to become autonomous and creative problem solvers, both as individuals and as part of a team and respond to a design brief with a range of ideas and systems. Children should be able to explore and experiment with a variety of materials and tools, confidently applying them to their work. It enables them to identify needs and opportunities and respond by developing ideas and eventually making products and systems. Children should combine practical skills with other needs such as function and aesthetics, and evaluate their work in a critical manner.

At Girnhill Infant School we aim:

- ❖ To provide a Design Technology curriculum which follows the national curriculum and is enhanced through children's classroom experience.
- ❖ For all children to enjoy and participate in individual and collaborative learning.
- ❖ To promote a Design Technology curriculum which provides engagement, challenge and support for all children.
- ❖ To enable learning experiences which promote independence, co-operation, imagination, curiosity, perseverance, concentration and pride.
- ❖ To have a developing awareness, appreciation and understanding of social, moral, spiritual and cultural.
- ❖ To enhance learning opportunities through appropriate use of ICT.
- ❖ To promote opportunities for children to further develop skills through an extended curriculum.

Design Technology Curriculum Planning

Our main priority at Girnhill Infant School is to teach and perfect the skills implemented by the National Curriculum for Design Technology.

Early Years Foundation Stage

Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. ELG Technology

Design Technology Programmes of Study:

Key Stage 1

Purpose of Study

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.

Aims

The national curriculum for design and technology aims to ensure that all pupils:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- Critique, evaluate and test their ideas and products and the work of others
- Understand and apply the principles of nutrition and learn how to cook.

Subject Content

Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts (for example, the home and school, gardens and playgrounds, the local community, industry and the wider environment).

Cross Curricular Learning

In teaching of Design Technology we aim to include cross curricular links whenever possible in order to provide opportunities for deeper learning. This is to help to enable the children to be able to transfer their learning between curriculum areas and to apply their literacy and mathematics skills in a wider range of contexts.

Special Educational Needs and Disability/Equal Opportunities

Girnhill Infant School follows the schools practices and procedures in line with the SEND policy and inclusion policy to ensure equality and inclusion of all children. The school aims to ensure equal access to the National and Early Years Foundation Stage Curriculum irrespective of ethnic or cultural origin, gender and physical or mental ability.

Spiritual, Moral, Social and Cultural Development through Design Technology

The music curriculum promotes a sense of enjoyment in the children's own creative and imaginative abilities and reflects the schools Social, Moral, Spiritual and Cultural policy.

E-Safety

The Design Technology policy adheres to the school's E-Safety policy.