COCKFIELD PRIMARY SCHOOL

POLICY FOR DESIGN & TECHNOLOGY

DEFINITION

Design and Technology is a subject where children's capability in designing and making is developed through combining their designing and making skills with knowledge and understanding. At Cockfield Primary School we view Design and Technology as a subject, which allows children to apply their knowledge, skills and understanding in a creative way to design and make products. We believe Design and Technology will give children enjoyment, satisfaction, and a sense of purpose and enable them to feel they can play a constructive role in a technological society.

Design and Technology is an inspiring, rigorous and practical subject. Design and Technology encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team.

Intent

Design and Technology is an inspiring and practical subject; it encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. We encourage children to use their creativity and imagination to design and make products that solve and real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. We aim to, wherever possible, link work to other subjects such as maths, art and computing. We provide children with opportunities to become innovators and risk-takers.
In line with the National Curriculum:
Design and Technology programmes of study: Key stages 1 and 2, we aim to plan inspiring and enriching learning specifically for a purpose by:

- Designing purposeful, functional, appealing products for themselves and other users based on design criteria.
- Select from and use a wide range of materials and components.

- Explore and evaluate a range of existing products.
- Build structures, exploring how they can be made stronger, stiffer and more stable.

Implementation

Design and Technology taught at Cockfield Primary School ensures pupils learn through a variety of creative and practical activities. We believe knowledge, understanding and skills are needed to engage children in an iterative process of designing and making. We encourage children through setting family homework's to work creatively with their families in order to learn new skills, apply and build on knowledge learnt through school-based learning. This therefore allows them to think outside the box to use a range of resources. We acknowledge children use technology widely outside of school and therefore feel it is our responsibility to ensure children have the knowledge and understanding to enable them to participate successfully in an increasingly technological world.

Impact

Though ensuring all children in our school are educated by developing creativeness, technical and practical expertise, it enables them to perform everyday tasks confidently. We imbed this through our curriculum maps specifically planning for a purpose within Design and Technology. We achieve this by thriving to give every opportunity to solve real life problems and to consider alternative materials specific to a particular audience. At the end of each unit, we encourage children to be reflective on their designs. 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.

Design & Technology in the Early Years:

Design and Technology sits very prominently within the areas of understanding of the world and expressive arts and design. From an early age, the children at Cockfield Primary School learn to develop and make sense of their physical world through opportunities to explore, observe and find out about technology. All our learning opportunities at Cockfield Primary imbed each child's interests and to build upon these with exciting and enjoyable learning experiences.

ENTITLEMENT

Pupils should develop their capability through three types of activity. These are:

1. Designing and making assignments in which pupils use their capability to develop a product that meets there real needs.
2. Focused practical tasks where pupils develop and practise particular skills and knowledge.
3. Products and application tasks where pupils explore existing products and use their findings to add to their own repertoire of skills knowledge and understanding.

Pupils should also be given the opportunity to work on tasks individually and collaboratively.

OBJECTIVES

The fundamental objective of Design and Technology at Cockfield Primary School is to develop children's: -

- Design skills
- Making skills
- Knowledge and understanding of materials and components
- Knowledge and understanding of mechanisms, structures and control systems
- Knowledge and understanding of existing products that can provide starting points and ideas
- Knowledge and understanding of quality, vocabulary, health and safety

Children will apply their D & T skills, knowledge and understanding in a variety of problem solving contexts in order to provide solutions.