St Mary's Catholic Federation, Carshalton

Learning, playing and growing together in the love of Jesus

Design Technology Policy
(Curriculum)
(Bi-Annual)

This policy is to be read in conjunction with the following policies: Assessment, Teaching & Learning, Inclusion, Health and Safety, Equal Opportunities and Safeguarding & Child Protection policies as well as the Curriculum Overview statement.

Author: Design & Technology Leads: Mr Taylor and Mr Parr
Committee: SLT
Date Prepared: March 2021
Date Approved: March 2022
Date of Review: February 2024

Approved by Full Governing Body on Date:

Chair of Governors……..
St Mary's Catholic Federation, Carshalton

Safeguarding Statement
This school takes notice of and adheres to all the national and local policies and guidance in regard to Safeguarding Children and Young People.

Lead Safeguarding Person Junior School: Miss M Kenny

Lead Safeguarding Person Nursery & Infant School: Mrs M Quinn

Safeguarding Deputies: (Juniors) Mrs S Hulme & Mrs Sullivan and (Infants) Mrs S Hulme & Miss E Bryant

Governor designated safeguarding officer: Mr T Richmond

"St Mary's is committed to being a Rights Respecting School to inspire and support the children, parents and school governors in school and the wider community."

Subject Intentions Statement - Pupils are inspired to design, build, critique and evaluate products through a variety of technologies.

Intent

Design and technology is an inspiring, rigorous and practical subject. Requiring pupils to use their creativity and imagination in order to design and make products that solve real and relevant problems within a variety of contexts, considering their target audience, their own and others needs as well as their wants and their values. Pupils will leave this school proficient in the ability to plan, build, critique and evaluate their own products.

The aims of the Design Technology curriculum at St Mary's Nursery, Infant and Junior School are to:

- Develop the creative, technical and practical expertise needed in order to complete a variety of everyday tasks
- Engage the children to enable them to participate successfully in a increasingly technological world
- Enable the children to design and make high-quality products for a variety of users
- Build a strong base of knowledge, understanding and skills in order to both prototype and build products
- Refine the children's ability to critique, evaluate and test their ideas and products
- Provide an opportunity for children to learn the importance of nutrition and healthy eating as well as the skill of cooking.

Implementation

Through our teaching we will:

- foster an interest in designing and creating their own products
- give children an opportunity to express themselves through their products
- allow children to question the world around them and understand the world we live in
- develop their skills in planning and building products for a variety of purposes
- gain an understanding of the products we are making, getting a chance to investigate and understand the different components we will be using
- build upon their skills to critique and evaluate their work and what they could have done to improve on their work
- expose children to a variety of materials, building techniques, tools and products
- stimulate and encourage children's curiosity about the world and how it works

- Give children the knowledge and understanding on how to build their own designs, being able to choose which materials they want to use and why they want to use them
- Grow and understanding for a variety of cultures and designers
- Reinforce mathematical skills of money and measure though real life contexts

DT folders

Every child has a red card DT folder, inside it will contain the research and knowledge they have gained from the topics they have been learning about, as well as the planning documents, evaluation and critique documents they have been working on within each topic. The DT folders are used throughout the school to record, collect and assess their work as well as show evidence of the planning, building, critiquing and evaluation stages of the project.

Design and Technology curriculum planning

Design Technology is a foundation subject within the National Curriculum. We have applied the stated skills with the National Curriculum to the local circumstances of our school and the other areas of the curriculum studied in each year group. We believe that making links across the curriculum makes learning more meaningful for the pupils.

Creativity Days

We believe that it is key for pupils to have opportunities to practice a wide range of Design Technology and Art and Design skills and use a variety of materials and explore other cultures, in addition to the year group curriculum. We do this by having Creativity Days. These give children the opportunity to work on shorter tasks with a range of Artists, Designers and materials, to complement and progress the skills learned in class. Our children work with pupils from all other year groups on a carousel of activities following an annual theme.

Entrepreneurship

Throughout the academic year there are numerous opportunities for the children to participate in entrepreneurship. In the autumn term pupils in every KS2 year group help to plan, organise and run a stall at the Christmas Fayre. They resource and plan the stall themselves with the aim of making a profit. This progresses further in Year 6 where children work in smaller groups and run and organise stalls independently.

Resources (including the Junior Studio)

Health and safety (Safeguarding)

Class teachers are responsible for the **safe storage** and use of tools and materials. All adults in the class are responsible for demonstrating how to use equipment safely and properly. Pupils should be instructed to ensure they wash their hands once they have made their final piece. This is left to the instruction and

management of the class teacher. Aprons or paint shirts should be worn when appropriate and depending on the activity the children should wear these to **protect** their school uniforms. The school is responsible for teaching Design & Technology in a **healthy and safe** environment with reference to appropriate risk assessments for activities likely to incur possible risk. The teaching staff and Design & Technology subject leader are responsible for the supervision of activities such as working with a mixture of media. The children are taught to observe the rules of safety when carrying out activities and when using specialist equipment. All Design & Technology equipment is subject to maintenance and safety checks.

Impact

Children will leave this school being able to:

- Effectively plan, build, critique and evaluate their own products against design criteria
- use a variety of materials and building techniques within their designs
- work either collaboratively or independently on their projects
- Use the skills they have learnt in Design Technology and apply them to their other subjects
- understand the world around, the mechanisms that exist behind a variety of products and their purpose
- express themselves in their designs and in their products
- understand the purpose, use and how to safely use a number of different tools
- use their skills for making and designing within a wide range of purposes
- understand the increasingly technological world around and use it to support them in their work
- Investigate and evaluate existing products to help understand how they work and their purpose

Assessing and Reporting

We assess the children's work in Design Technology whilst observing them during lessons, by evaluating the finished product and through discussion of pupil opinions or choices.

At the end of each topic, teachers make an assessment against the self-assessment year group descriptors. Data for each term is inputted into SIMs and the teacher makes a Summer assessment, which is reported to parents.

Monitoring and Review

The monitoring of the standards of children's work is the responsibility of each class teacher and moderated by the Design Technology subject leaders.

The subject leader receives copies and is able to make comparisons with exemplars of levelled work.

The Role of the Design Technology Subject Leader

- Lead in policy development and review, including the continuing and successful implementation of the curriculum
- Support colleagues in the development of long term and medium term plans

- Attend relevant courses and inform staff about new information and ideas.
- Be responsible for the purchase, maintenance and organisation of resources for class teaching and creativity days
- Organise the structure of creativity days and the groups of mixed children.
- Monitor teaching and learning as part of on-going subject monitoring and evaluation of practice.
- Encourage the professional development of staff
- Compile examples of children's work to evidence progression.
- Report each Term. Complete the EOT2 data analysis at the end of the Summer term to inform further action to be implemented.