

# Zetland Primary School



1859

## Curriculum Policy Design and Technology



IRONSTONE ACADEMY TRUST

## **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.”*

*(Primary National Curriculum September 2014)*

## **Aims**

- To ensure the fulfilment of statutory requirements.
- To help each child to develop her/his full potential in all areas of education, according to individual needs and abilities.
- To promote good relationships with the local and wider community, and to promote the active co-operation of teachers, non-teaching staff, governors, parents, and advisors in achieving the aims of our School.
- To provide effective learning opportunities enabling all pupils to receive their full entitlement to the design and technology curriculum.
- To ensure that pupils develop their knowledge and understanding of design and technology to think imaginatively and talk about what they like/dislike when designing and making as determined by the National Curriculum
- To stimulate and sustain pupils’ interest in design and technology providing opportunities to investigate the objects around them on which to model their ideas.
- To promote links with other curriculum areas.
- To consider the general teaching requirements for inclusion, use of language and I.C.T, and health and safety when planning for design and technology.

## **Key Teaching Principles**

- Planning should show due regard to the new National Curriculum programmes of study and breadth of study requirements for design and technology. We aim to make our curriculum as inspiring and motivating as possible using different first hand experiences.
- The Early Years Foundation Stage is planned for with regard to Development Matters.
- Adequate coverage must be given to knowledge, skills and understanding and breadth of study.
- Children should be taught to use the appropriate language when discussing ideas for designing, making and evaluating.
- Teachers’ planning should show due regard to inclusion and health and safety issues.
- Planning should promote learning and key skills across the curriculum especially those identified in the programme of study.
- Teachers should plan to use design and technology to promote pupils’ moral, social and cultural development.
- When planning teachers should set high expectations and provide opportunities for all pupils to achieve regardless of race, gender or disability.
- Children should learn to understand and apply the principles of nutrition and learn how to cook.
- Teachers should plan to use design and technology to promote the partnership between parents and teachers to encourage parental involvement within the school.
- When planning teachers should enable use of I.C.T. tools to support the pupils’ learning in design and technology.
- Teachers must assess design and technology in line with the assessment and marking policies of the school.
- Year groups could have a design and technology displays with key vocabulary and questions to stimulate discussions and/or observation skills.

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## **Assessment and Moderation**

Assessment will form an integral part of the teaching and learning of design and technology as set out in the School's Assessment Policy. Pupils are involved in their own self-assessment. Teachers will assess attainment and progress at the end of each topic.

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## **Resources**

There is a central resource of materials and books in school and a selection of information books in the library for the children to use.

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## **Leadership and Management**

### Role of the Subject Leader

- Monitoring the teaching and learning of design and technology by scrutinising children's work, talking with children, observing teachers, overseeing planning and discussing/evaluating these with colleagues and the Headteacher.
- Managing the capitation budget for design and technology and evaluating resources.
- Reviewing policy statements and schemes of work.

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## **Equal Opportunities**

All pupils are entitled to have access to the design and technology curriculum regardless of ability race, gender, cultural background or any physical or sensory disability.

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### **Policy amended:**

April 2018 – S Archer