

Design and Technology Policy

2022-2023

Signed by:		
Mr. J Hankey	Head Teacher	Date:
Mr. G Hayes	Chair of Governors	Date:
Next review date:	September 2022	

Every child. Every chance. Every day.



Curriculum Policy

Design and Technology

[September 2022]

Intent – Implementation – Impact

Every child. Every chance. Every day.

Article 28: Every child has the right to an education.





Our Curriculum vision:

At Ball Green Primary School our vision is for Design and Technology to be an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design, make and evaluate products that solve real and relevant problems, within a variety of contexts, considering their own and others' needs, wants and values.

Our vision is that children will be taught to select and use appropriate tools and materials safely and effectively to make a product. In all areas of Design and Technology the children are encouraged to consider the effectiveness of their designs and the requirements of the product. Every child will have the opportunity to learn and extend their vocabulary and understanding, experience and application of skills.

Design is a way of life. It involves visualisation, talent, creative ability, manual skill, and technical knowledge. All are intrinsically related to the process. [Paul Rand]

"Design is intelligence made visible." [Alina Wheeler]

"An essential part of creativity is not being afraid to fail." [Edwin H Land]

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<u>Implementation</u>

The curriculum:

Through the implementation of the Design and Technology Curriculum, every child has the opportunity to deepen and develop their thinking. In order to deepen this knowledge a set of desired skills have been formulated to ensure that all learning is purposeful and more importantly progressive. Subject specific vocabulary will support teachers in their planning, delivery and assessment of the subject.

The curriculum enables children to talk about how things work, and to draw and model their ideas. It encourages children to select appropriate tools and techniques for making a product, whilst following safe procedures. Additionally, it provides opportunities to explore attitudes towards the made-world and how we live and work within it; and it enables children to develop an understanding of technological processes, products, manufacturing, and its contribution to our society. The ensuing aim is to foster children's enjoyment, satisfaction and purpose through designing, making and evaluating.

The Design and Technology programmes of study for the National Curriculum contains five aspects: Cooking and Nutrition, Textiles, Electrical Systems, Mechanisms and Mechanical Systems and Structure.

Design is a problem-solving activity. It provides a means of clarifying, synthesizing, and dramatizing a word, a picture, a product, or an event. [Paul Rand]

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Monitoring of the Curriculum:

Standards achieved / received curriculum / experienced curriculum

Pupil Book studies

Design workbook scrutiny

Teachers' assessment on DCPro (curriculum tracking formative assessments)

Learning Walks

Lesson Observations

Flipchart / Resources reviews

Subject leader discussions and network support

Link governor visit reports

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