**CESTRIA PRIMARY SCHOOL**

**Design and Technology Policy and Guidelines**

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**Design and Technology Policy and Guidelines**

**Rationale**

Design and Technology prepares children to participate in tomorrow’s rapidly changing technologies. It calls for them to be creative problem solvers, as individuals and as members of a team. It is a practical activity which spans the curriculum, drawing on and linking a range of subjects. It involves developing ideas in response to needs and applying practical skills in order to design and make quality products fit for their intended purpose.

**Aims**

1. 1. To implement fully the requirements of the National Curriculum Design and Technology document for all children in the school.
2. 2. To develop skills by focusing on the three key elements of Materials, Mechanisms and Safety by incorporating:-

* focused practical tasks
* product evaluation and investigation
* processes of designing and making

1. 3. To stimulate curiosity and interest in the creative world.
2. 4. To develop an interest and enthusiasm for designing and making for children of all abilities.
3. 5. To develop children’s designing and making skills through enjoyable, motivating and meaningful activities.
4. 6. To develop children’s confidence and skill in selecting and using a range of tools and materials purposefully.
5. 7. To develop an ability to criticise constructively and evaluate their own ideas and products and those of others.
6. 8. To develop children’s use of design vocabulary when talking about their work

**Methods of Organising Teaching and Learning**

The children will undertake design and technology activities each term.

Design and Technology lessons will involve a combination of whole class, group and individual teaching. During our weekly Immersive Days, children will have the opportunity to work with the teacher in the classroom and with support staff in the Invention Shed.

Children in the Reception class will cover a range of activities, with reference to the Early Learning Goals (Creative Development), which will be a foundation for the National Curriculum.

**Teacher’s Role**

To aim to give every child the opportunity to experience success by structuring tasks to suit the child’s needs.

Provide focused tasks that develop a range of techniques, skills, processes and knowledge through topic work.

To provide a working environment where the children are aware of safety issues which apply when working with tools.

**Role of the Subject Manager**

The subject manager will liaise with, and support other staff members in delivering the National Curriculum.

To monitor Design and Technology within the school e.g. subject scrutiny.

To attend relevant inset courses, keep up to date with new developments and inform staff.

To audit resources and equipment regularly, ensuring resources are available and appropriate to the needs of the staff.

To ensure that Design Technology keeps an appropriate profile within the school e.g. through displays and carrying out curriculum walks.

**Assessment**

Assessments in Design and Technology will be based on teacher observations and made at the end of each unit. The end-of-unit expectations provide broad descriptions of achievement within each unit for teachers to decide where a child’s progress differs markedly from that of the rest of the class.

**Resources**

Specific tools and equipment are located in the Invention Shed. Resources will be constantly reviewed and updated, within the restraints of the school budget, to meet National Curriculum demands.

**Equal Opportunities**

The school’s aim is to provide for all children to achieve, regardless of gender, social and cultural backgrounds, disability or special needs. Work will be planned so that all children can take part in lessons fully and effectively.

**Health and Safety**

Teachers will teach the safe use of tools and equipment and insist on good practice.

Children will be taught how to take steps to control risks.

Children will be strictly supervised in their use of equipment at all times.

Glue guns will only be used under adult supervision.

Bench hooks and clamps must be used when sawing any material; safety goggles must be worn and any loose items of clothing/hair must be tucked in.

**Food Hygiene**

Children and staff will take care to undertake appropriate hand washing and other hygiene related activities prior to preparing food.

Children and staff working with food will wear aprons designed for cooking.

Cooking equipment will be washed up in the staffroom and not in classrooms.

**This policy will be reviewed annually.**