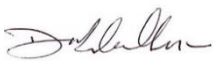# GILLINGSTOOL PRIMARY SCHOOL
Inspire ~ Believe ~ Achieve

DESIGN AND TECHNOLOGY POLICY

Signed ... *[signature]*

Name: Dave Llewellyn

Chair of Governors

Date: June 2022

Signed *[signature]* C Carter .....

Name: Caroline Carter

Headteacher

Date: June 2022

Rationale

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.

All teaching of DT should follow the design, make and evaluate cycle. Each stage should be rooted in technical knowledge.

We encourage children to use their creativity and imagination, to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values.

We aim, wherever possible, to make links across the curriculum. We strive to give the children a wide range of learning experience in Design and Technology.

In addition, food technology is implemented across the school with children developing an understanding of where food comes from, the importance of a varied and healthy diet and how to prepare this.

Purposes

- To provide the children with a range of inspiring and motivating opportunities to use Design and Technology skills in an ever-changing world.

- To encourage independence, creative thinking and problem-solving.

- To become competent in a range of skills and techniques involved in designing and making, including food, textiles, structures, mechanisms, pneumatics and electrics.

- To develop a critical awareness of the made and natural world and be aware that aspects of design and technology can determine the content and appearance of the world.

- To encourage a positive attitude to technology and a willingness to tackle and find solutions to problems.

- To encourage children to evaluate their own and other people's designs with a view to making changes where necessary.

- In KS2, the children will learn how to cost and manage a budget. They will learn how a profit can be made from the production of high-quality goods and they will experience a range of profit-making enterprises.

Guidelines

- Continuity and progression will be achieved through the school's Design and Technology Curriculum Overview.

- A range of teaching and learning styles will be adopted, including clear modelling of skills by the adult.

- Children will be taught to use tools and materials safely and appropriately.

- Cross-curricular links will be recognised and encouraged.

- Children should have opportunities to showcase their products in order to give value and meaning.

Conclusion

Design and Technology should aim to develop within the individual child a sense of values which come from the excitement and challenge of venturing into the unknown and working through the design process to a well-planned and made solution.