



Glen Hills Primary School

Design Technology Policy

This policy is intended for all teaching and non-teaching staff, governors, parents and other interested parties.

Design Technology is a practical subject which enables pupils to make sense of appliances and processes in their environment, primarily through first hand experience and exploration.

It extends their curiosity as to how and why things work by providing opportunities to apply and develop skills of planning, designing and making. Satisfaction is gained from using physical resources to create a product that meets a perceived need.

Design Technology allows children to develop their understanding of products, manufacture and use. Exploration of design encourages consideration of historical progress in technology. There is an opportunity to evaluate and think critically.

AIMS AND INTENTIONS

Our aims in teaching Design Technology are that:

- Pupils gain a knowledge and understanding of materials, components, controls and structures by working in the four basic areas of Food, Textiles, Structures and Mechanisms.
- Pupils use focused practical tasks to develop skills and knowledge.
- Pupils have the opportunity to investigate, disassemble and evaluate a range of simple everyday products.
- Pupils are helped to gain confidence in their original ideas by learning that modification and improvement are part of the processes involved in designing and carrying out a project. They are then encouraged to feel a sense of achievement in the finishing of a product.
- Children learn health, hygiene and safety rules and guidelines as part of every project undertaken.
- Children develop an understanding of technological processes, the manufacture of products and their contribution to our society.

KNOWLEDGE AND UNDERSTANDING

All pupils are encouraged to:

- Generate ideas through discussion and experimentation
- Extend knowledge and understanding of a wide range of materials, including construction kits, textiles, food, wood, plastic, metals and reclaimed/junk materials.
- Work within groups and as individuals.
- Make use of drawings and models to communicate their ideas.
- Evaluate their work and identify strengths and weaknesses in a positive way.

- Experiment with simple components, mechanisms and structures.
- Learn about health and safety aspects when working with a variety of materials and tools.
- Consider risk to themselves and to others and build up a knowledge and understanding of the dangers inherent in certain products and tools.
- Experience design technology through off-site visits, where practicable, in order to see technology used in a real environment.

EQUAL OPPORTUNITIES AND SPECIAL NEEDS

All pupils will work within the full range of activities set up by the class teacher as contained in the programmes of study.

They will all participate in group work. Boys and girls will be encouraged to participate as equals in every possible way.

All pupils whatever their ability, religion or cultural background will be given the opportunity to explore all areas of the curriculum.

If an activity is unsuitable or inappropriate, then an alternative one will be provided so that the child is not held back or restricted in any way. Specialist equipment or extra classroom assistance will be provided if a child's special need demands.

More or very able children with a particular talent, may need specialist equipment or extra classroom assistance in order to achieve their extra potential.

PLANNING

Planning is the responsibility of the class teacher. The scheme of work contains suggested activities and skills to ensure progression and continuity throughout the school.

In planning, the delivery of the curriculum will be differentiated to allow for pupils of all abilities.

The scheme of work is set out in three main sections.

1. Investigate, disassemble and evaluation activities.
2. Focused practical tasks
3. Design and make projects.

CROSS-CURRICULAR LINKS

Design Technology provides opportunities for work in other curriculum areas such as Science, Maths, Information Technology, English, Art, History and Geography. For example, scientific knowledge and skills will be used in testing materials for suitability and artistic skills will be used in designing the finished appearance of a product.

MULTI-CULTURAL EDUCATION

Design Technology can be a useful medium through which to explore customs and values of people throughout the world. The subject can enable children to understand and respect products of other cultures. It can be used in illustrating or bringing to life elements of religious or cultural diversity while always taking care that the products and processes are acceptable to people of all faiths.

ASSESSMENT AND REPORTING

Teachers will use the statements in the year group assessment files to assess annual progress and achievement. Reports on the work carried out by the children and their progress will be made available bi-annually to parents.



Policy	<i>Design Technology Policy</i>
Reviewing Committee	<i>Curriculum</i>
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