



*(Jesus said) "You are the light of the world. A town built on a hill cannot be hidden. Neither do people light a lamp and put it under a bowl. Instead they put it on a stand, and it gives light to everyone in the house. In the same way, let your light shine before others, that they may see your good deeds and glorify your father in Heaven. (Matthew 5: 14-16) (taken from the Sermon on the Mount)*



## Design and Technology policy

### Overview

Design and Technology encourages children to learn to think and intervene creatively to solve problems both as individuals and as members of a team. They are taught to look for opportunities and to respond to them by developing a range of ideas and making a range of products. The children are also given opportunities to reflect upon and evaluate past and present design technology, its uses and its effectiveness and are encouraged to become innovators.

### Aims/Objectives

- to develop children's designing and making skills,
- to teach children the knowledge and understanding, within each child's ability, that will be required to complete the making of their product,
- to teach children the safe and effective use of a range of tools, materials and components,
- to develop children's understanding of the ways in which people have designed products in the past and present to meet their needs,
  - to develop children's creativity and innovation through designing and making,
  - to develop children's knowledge of famous designers.

### Design & Technology in relation to the National Curriculum

The national curriculum for design and technology aims to ensure that all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
  - critique, evaluate and test their ideas and products and the work of others
  - understand and apply the principles of nutrition and learn how to cook.

### Strategies

- Pupils will be taught to use a range of materials creatively to design and make products
- Pupils will be taught how to develop a wide range of design techniques in using colour, pattern, texture, line, shape, form and space
- Pupils will be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of design.





*(Jesus said) "You are the light of the world. A town built on a hill cannot be hidden. Neither do people light a lamp and put it under a bowl. Instead they put it on a stand, and it gives light to everyone in the house. In the same way, let your light shine before others, that they may see your good deeds and glorify your father in Heaven. (Matthew 5: 14-16) (taken from the Sermon on the Mount)*

- All children will be encouraged and shown how to improve their mastery of design techniques, including drawing
- All will learn about the work of a range of designers, evaluating their designs and comparing their work

### Hygiene and Safety

It is important that children are taught essential life skills to enable them to participate confidently and safely in designing and making in society. Teachers have a duty to introduce children to a wide variety of production processes and the

correct tools for the task. Children must design considering health and safety issues and consequences and operate in a safe and hygienic manner when designing. The subject leader, if required, supports teachers to teach the skills necessary ensuring that children can design and make safely.

### Outcomes

During their time in this school children will benefit from a broad and balanced programme of design technology. They will experience and experiment with a wide range of materials as they explore design to grow and flourish as designers. They will build a growing awareness of the design technology which runs through their own history, as they are introduced to famous designers and their designs. They will learn the techniques to produce their designs and the importance of evaluating and improving their designs.

### Monitoring and Evaluation

The teaching and learning of design technology will be monitored through the analysis of medium term planning, pupil interviews, analysis of assessment data and scrutiny of work samples.