

## OUR LADY IMMACULATE CATHOLIC PRIMARY SCHOOL DESIGN AND TECHNOLOGY POLICY

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### ***Aims and Objectives***

Design Technology prepares pupils to participate in an ever-changing technological world by becoming informed users and innovators of products. They combine their understanding of relevant and past design and technology with practical skills to design, make and evaluate their own products.

Design Technology offers children the opportunity to:

- Develop their capability to create high quality products through combining their designing and making skills with their knowledge and understanding
- Nurture creativity and innovation
- Explore values and attitudes towards the made-world and how we live and work within it
- Develop an understanding of products and processes and their contribution to our society
- Research and explore past design and technology and use this knowledge in their own designing
- To develop an understanding of health and nutrition and how to cook. Develop an attitude that is conscious of what a healthy lifestyle is and how food contributes towards this.

### ***Teaching and Learning***

In Key Stages 1 and 2 Design Technology is taught through the teaching of well-planned lessons using our School Curriculum. Our principal aim is to develop the children's knowledge, skills and understanding.

Each Design Technology Topic is planned to follow the key process of **evaluating existing products, designing, skills practice, making and evaluating**. Teachers encourage children to evaluate their own ideas and methods, and the work of others, and to say what they think and feel about them. We give children the opportunity to work by themselves and in collaboration with others, on projects in two and three dimensions, and at different scales. Children also have the opportunity to use a wide range of materials and resources, including Information and Communication Technology (ICT).

Pupils learn about innovative designers and learn about Design throughout history. The curriculum has been planned to offer ambitious and broad experiences and opportunities in Design Technology. Many of our Design Technology Topics link to other areas of the Curriculum and are relevant to modern day issues and themes.

### ***Early Years Foundation Stage***

This wide range of Design and Technology experiences the children encounter in the Foundation Stage provides a good basis for future learning in Design and Technology in Key Stages 1 and 2.

We relate the children's creative development to the objectives set out in the Early Learning Goals, which underpin the curriculum planning for children aged two to five. Design Technology takes place within many areas of Continuous Provision such as block play, small world play and through creative play. Children are provided with opportunities to plan, create, evaluate and adapt through their play. The range of experience encourages children to make connections between one area of learning and another,

and so extends their understanding.

We provide a rich environment in which we encourage and value creativity and design. Children are engaged in a wide range of activities, and their responses involve the various senses. In the Foundation Stage, Design Technology is taught in a very practical, explorative and child led way following the guidance in the Early Years Foundation Stage curriculum.

***Contribution of Design Technology to teaching in other Curriculum Areas***

***English***

Design Technology contributes to the teaching of English in our school by encouraging children to ask and answer questions about the starting points for their work. They have the opportunity to compare ideas, methods and approaches in their own work and that of other children, and to say what they think and feel about them.

***Mathematics***

Design Technology contributes to children's mathematical understanding by giving opportunities to develop the children's understanding of shape, space and measure through work in two and three dimensions. Design Technology provides opportunities for mathematical problem solving and reasoning.

***Science***

Design Technology provides pupils with opportunities to apply scientific knowledge and skills in various areas, such as knowledge of different materials. Pupils will also be given opportunities to apply their knowledge of forces through their work in Design Technology.