Our Lady of Perpetual Succour Catholic Primary School

Design and Technology Policy

We learn to love everyone as Jesus loves us

Our Lady of Perpetual Succour Catholic Primary School

Curriculum Aims and Values

Intent

At Our Lady's we believe that Design and Technology will inspire children to think independently, innovatively and develop creative, procedural and technical understanding. Design and Technology provides them with opportunities to design, research, develop and represent their ideas, explore and investigate, make a product and evaluate their work. This will allow children to be exposed to a wide range of media including textiles and food; through this children will develop their skills, vocabulary and resilience. They will learn to become problem solvers who can work creatively on an independent or a shared project. Children are encouraged to be inventive, using a range of materials and tools, whilst developing, modifying and evaluating their ideas. As reflective learners they will evaluate their work, thinking about how they can make changes and keep improving. Children are encouraged to take risks and experiment and then reflect on why some ideas and techniques are successful or not for a particular project.

National Curriculum – Design and Technology

Purpose of study

Design and Technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and Art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality Design and Technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Aims

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.

Our Ladys Primary School Curriculum

We teach a bespoke personalised broad and balanced curriculum. This curriculum is highly relevant to our pupils' needs here at Our Lady's and thoroughly engages them as they tackle challenging and inspiring topics.

Why is Design and Technology important?

Design and Technology helps us to develop as reflective learners, as we work through the design process. Through Design and Technology we are able to work collaboratively to solve problems and find solutions, teaching us to deal with uncertainty whilst developing communication, organisational and other practical life skills. In Design and Technology, we learn to appreciate the needs of others, the built environment and the likely impact of future technologies.

Pupils develop their communication skills through design technology, when they are sharing ideas and explaining their thinking.

Design Technology gives pupils the opportunity to develop skills, knowledge and understanding of designing and making functional products.

Implementation

When is Design and Technology taught?

Design and Technology is taught using 'Projects On A Page' (POAP). Design and Technology is taught each week and allows for the development and progression of knowledge, skills, vocabulary and understanding within Design and Technology.

How is Design and Technology taught?

Design and Technology is taught through a combination of subject knowledge, skill building and design and make projects using the POAP planning (Projects On A Page). Design and Technology engages pupils in a range of designing and making activities which involve a variety of different methods, e.g. speaking, designing, drawing, assembling, making, writing and using ICT. All pupils design, make and evaluate and are challenged within this process. The teaching of D&T is planned to ensure progression of skills, knowledge and understanding throughout each Key Stage. Learning takes place both inside and outside the classroom. Cooking and Nutrition is taught across the school using a cross-curricular learning approach

and is incorporated into individual lessons related to the topic as well as during 'Healthy living' week.
In the Early Years, Expressive Arts and Design is one of the four key areas of the EYFS framework. Pupils will explore and play with a wide range of media and materials, as well as have opportunities to share their thoughts, ideas, and feelings through a variety of activities in art, music, movement, dance, role-play, and design and technology.

What do we learn in Design and Technology?

Through a variety of creative and practical activities, pupils are taught the knowledge, understanding and skills needed to engage in the process of designing, making, evaluating and gaining Technical Knowledge. We complete Design and Technology projects in exciting contexts that reflect real life situations. For example, designing and making free standing structures, designing and making a vehicle that moves, designing and making a toy that moves, as well as celebrating culture and seasonality.

SMSC

Collaborative work in D&T develops mutual respect for the differing opinions, beliefs and abilities of others. In addition, children develop a respect for the environment, for their own health and safety and that of others. They learn to appreciate the value of similarities and differences and learn to show tolerance. A variety of experiences teaches them to appreciate that all people and their views are equally important.

Impact

Assessment and feedback to pupils is usually carried out by observation and oral feedback during lessons. Children are encouraged to reflect on their D&T work as it progresses, and evaluate their finished piece. Subject leaders are continuously monitoring their subject to ensure that it meets the needs of our pupils. Senior Leaders also monitor each curriculum subject. This is done through:

- Learning walks
- Book scrutiny
- Lesson observations
- Pupil surveys and discussions/Pupil Voice
- Staff surveys and discussions.

The class teacher is responsible for assessing all areas of Design and Technology and logging the progress of each child using O-Track to assess against each of the objectives taught.

Role of the co-ordinator

- Develop Design and Technology within the school.
- Monitor the standards of teaching and achievement of skills.
- Establish high expectations for all pupils and ensure their consistent achievement.
- Provide support to staff.
- Audit resources on an annual basis and replenish as necessary.
- Attend courses and pass on any new subject developments to teaching staff.

Resources

There are a wide range of resources available for staff to use to teach D&T. D&T equipment/resources are stored in the Art cupboard and resource room. New resources are purchased at the end of the academic year (July). Any extra resources are ordered and purchased throughout the year when needed.

Design and Technology co-ordinator: Jenny de-Beger

Policy Updated: September 2023

Policy Review Date: September 2025

Appendix 1
Design and Technology Topic Overview

2023-2024	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	So Much The Leaf Thief	The Jolly Postman Stickman The Nativity	Whatever Next	LRRH The Three Little Pigs Design and make a house for the pigs	The Caterpillar What the Ladybird Heard Design and make a healthy smoothie	The Naughty Bus Rainbow Fish Design and make a Naughty bus
Year 1	Unity in the Community	The Beatles Design, make and evaluate a finger puppet of the Beatles POAP – Templates and joining	Building Bridges Design, make and evaluate a vehicle that moves. (Transport mechanisms) POAP – Wheels and axels	Rainforest	The Arctic	Royal Patrons (The Queen) Design, make and evaluate a fruit salad for the Queen POAP – Preparing fruit and vegetables
Year 2	NESW	Remember Remember Design, make and evaluate a slider/ lever on a card. (Mechanisms) POAP – Sliders and Levers	Africa	Africa	I do Like To Be Beside the Seaside Design, make and evaluate a healthy sandwich POAP – Preparing fruit and vegetables	The Great Fire of London Design, make and evaluate a house using different materials. POAP – Freestanding structures
Year 3	Journey to Greece Design, make and evaluate a Greek meal POAP – Healthy and Varied diet	Three Giant Steps (Dover, France and Canada)	The Stone Age Design, make and evaluate a flag. POAP – Levers and linkages	Victorians	Victorians Design, make and evaluate a Victorian trinket. POAP – 2D shape and 3D product	Rainforests of SE Asia
Year 4	Lightning Speed Design, make and evaluate a simple switch circuit with a switch POAP – Simple circuit and switches	Visit the Mediterranean Design, make and evaluate a healthy meal POAP – Healthy and Varied diet	The Romans	The Romans Design, make and evaluate an amphitheatre POAP – Shell structures	The Saxon King	Brazil vs Scotland
Year 5	Mission Control Earth and Beyond	WW2 Design, make and evaluate an apron POAP – Combining different fabric shapes	In Your Element Earth, Air, Fire, Water Design, make a mechanical system using pulleys and gears POAP – Pulleys and gears	Design, make and evaluate a healthy meal POAP – Celebrating culture and seasonality	The Egyptians	North America
Year 6	Bright Ideas Design, make and evaluate an electrical product POAP-Monitoring and control	Survivor Design, make and evaluate a shelter POAP – Frame structures	South/Central America	South/Central America	The Vikings	Global Warning Design, make and evaluate a fair trade healthy meal

						POAP – Celebrating culture and seasonality