



## **Delamere Design and Technology Policy**

**Date of Policy:** September 2021

**To be reviewed:** Annually

This policy should be read in conjunction with other relevant school policies: Teaching and Learning policy, Assessment and Recording Policy, Sensory Policy, Communication Policy, Outdoor Learning Policy and Art and Design Policy

### **Overview**

As part of providing a broad and balanced design and technology curriculum we are able to inspire children through a practical subject. We are able to support children to develop their creativity and imagination. Pupils have the opportunity to design and make products. Design and technology is strongly linked to other areas of learning such as mathematics, science, outdoor learning, computing and art. Pupils can learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens.

### **Intent**

- For pupils to develop the creative, technical and practical expertise needed to perform everyday tasks confidently
- For pupils to participate in an increasingly technological world
- For pupils to extend and build on their knowledge,
- For pupils to evaluate and test their ideas and products.
- For pupils to develop an understanding and apply the principles of nutrition and learn how to cook.

Our vision, our values and our rights underpin all of our policies and the education we deliver. Article 3 of the United Nations Convention on the Rights of the Child states that: "The best interests of the child must be a top priority in all decisions that affect children". This policy has been created to keep the children at Delamere School safe and happy.

### **Implementation**

- Pupils will be taught the vast majority of the design and technology curriculum via other subject areas including: outdoor learning; science; art and design
- Pupils will be taught some aspects of design and technology in discreet timetabled lessons
- Pupils will have opportunities to explore, prepare and cook with healthy ingredients.
- Pupils will be taught where and how a variety of ingredients are grown
- Pupils will be taught to use a range of materials creatively to design and make products

- Children will learn how to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- 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 craft and design.
- Pupils will learn about the work of a range of craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work
- Pupils will generate, develop model and communicate their ideas.
- Pupils will select from and use a range of tools and equipment to perform practical tasks.
- Pupils will select from and use a wide range of components and materials to perform practical tasks
- Pupils will build structures and explore how they can be improved
- Pupils will explore and use mechanisms in their products.

### **Impact**

- All children will be supported to develop their design and technology knowledge in line with their overall ability.
- All children will be encouraged to live healthy lifestyles; including making healthy food choices.

**Evidence for Learning** is collated through;

- B Squared Assessment software
- Evisense
- Class Floor books
- Scrummy Crew reports
- Intervention reports
- End of Year reports
- Social Media
- Observations

### **References**

- Delamere Programme of Study with supporting document
- New guidance from the National Curriculum
- Bsquared assessment software
- Statutory framework for the Early Years Foundation Stage effective from 1st September 2021

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