Design and Technology (DT) Policy Statement

Intent:

At Christ Church CofE Primary School, our intent is to provide a high-quality Design and Technology education that inspires creativity, problem-solving, and practical skills. We aim to equip all children with the ability to design and make products that solve real-world problems, considering the needs and values of themselves and others. Our curriculum is designed to ensure that all pupils, regardless of their background or starting point, achieve age-related expectations in Design and Technology.

Key Objectives:

- To develop pupils' creative, technical, and practical expertise needed to perform everyday tasks confidently.
- To build and apply a repertoire of knowledge, understanding, and skills to design and make high-quality prototypes and products for a wide range of users.
- To promote critical thinking through the evaluation of past and present design and technology, understanding its impact on daily life and the wider world.

Implementation

The implementation of our Design and Technology curriculum is guided by a structured approach that includes exposure to various design processes, materials, and technologies, ensuring a comprehensive and engaging learning experience.

Curriculum Design:

- A diverse curriculum that covers key areas of Design and Technology, including: **Designing** (understanding user needs, generating ideas, and developing specifications for products), **Making** (selecting and using a range of tools, techniques, and materials to create functional products), **Evaluating** (testing and refining products against design criteria, considering the views of users and stakeholders).

Teaching Strategies:

- **Key Learning Points**: The curriculum focuses on essential knowledge and skills that are core to the design and technology process, including:
    - Understanding materials and their properties.
    - Applying design principles to create innovative and functional products.
    - Using tools and equipment safely and effectively.
- **Practical Application**: Pupils engage in hands-on projects that allow them to apply their learning in real-world contexts, such as: designing and creating functional items (e.g., toys, models, or packaging) and cooking and nutrition, where pupils learn to prepare healthy meals and understand the principles of nutrition.

Assessment and Feedback:

- Ongoing formative assessment is conducted to monitor pupil progress in Design and Technology and inform teaching practises.
- Clear feedback mechanisms guide pupils in improving their design and making skills, aligned with our school's assessment policies.

Impact

The impact of our Design and Technology policy will be measured through various indicators that reflect the effectiveness of our teaching and the progress of our pupils.

Success Indicators:

- Increased percentages of pupils achieving age-related expectations in Design and Technology by the end of each key stage.
- Improvement in pupil engagement and attitudes towards design and technology, evidenced through pupil voice and participation in design initiatives.
- Enhanced ability to design, create, and evaluate products, demonstrated through practical assessments and participation in design challenges or exhibitions.

Monitoring and Evaluation:

- Regular reviews of pupil progress data and assessment outcomes to evaluate the effectiveness of our Design and Technology curriculum.
- Feedback from staff, pupils, and parents will inform future developments in our design and technology provision.