

ST. JOHN'S CATHEDRAL CATHOLIC PRIMARY SCHOOL

DESIGN TECHNOLOGY POLICY

Although this policy statement refers specifically to Technology it must be considered in the overall context of our Mission Statement and Teaching and Learning Policy.

The Nature of Design and Technology

Through the teaching of Design Technology at St. John's we aim to provide the children with opportunities to use and develop their designing and making skills and knowledge and understanding in order to create high quality products. We hope that in so doing the children will become aware of the importance and effects of Design and Technology in their daily lives.

Aims

- To provide the children with the knowledge, understanding and skills they need for the designing/making and evaluation process.
- To allow for the production of good quality artefacts across key stages.
- To be relevant to the children's own experiences.
- To have experience of a variety of materials.
- To teach the importance of handling materials and equipment safely.
- To encourage the children to work co-operatively or independently where appropriate.
- To enable the children to apply Design Technology to other curriculum areas.
- To challenge the children as they progress through the school, their activities can satisfy more demanding needs.

Objectives

Children will be provided with a range of activities to develop the basic skills and techniques in design and making thus ensuring a firm foundation in this subject.

Key Stage 1

By the end of Key Stage 1 the children should be able to:

- use simple tools safely to make products
- generate ideas through group discussions, recycled products modelling, construction kits and drawing

- make suggestions to produce a design and/or a product
- recognise the need for choosing appropriate materials
- evaluate their designs and identify strengths and weaknesses in a positive way

Key Stage 2

By the end of Key Stage 2 the children should be able to:

- select appropriate materials, tools and techniques
- generate ideas, considering the users and purposes for which they are designing
- clarify their ideas, develop criteria for their designs and suggest ways forward
- develop a clear understanding of the task, planning how to use materials, equipment and processes; making suggestions and an alternate method of making if the first attempt fails
- evaluate their products identifying strengths and weaknesses and carrying out the appropriate tests

Teaching and Learning

Design and Technology may be taught through the topic approach with cross-curricular links with Art, Maths and Science and will be time-tabled accordingly.

Units of work will include the three types of activity specified below:

- Focus practical tasks aimed at developing specific skills (teacher directed) when correct and safe use of equipment is taught.
- Designing and making assignments.
- Investigation, disassembly and evaluation activities set by the teacher with pupils working in pairs/small groups then reporting their findings.

Assessment and Recording

Children's work will be assessed by the class teacher on a regular basis observing how the child works and the finished product. Evidence of work and achievement may be in the form of photographs, children's notes, design pictures of the finished produce and/or assessment sheet.