St Anne's School and Sixth Form College

Design and Technology Policy

This policy was adopted in the Autumn term 2015 and reviewed Autumn 2018

1. INTRODUCTION

The purpose of design and technology is to use creativity and imagination - the pupils design and make products that solve real life problems, considering their own and others' needs, wants and values.

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2. AIMS OF ART AND DESIGN

- Produce creative work
- Explore their own ideas
- Record their experiences
- Build and apply a repertoire of knowledge, understanding and skills
- Design and make prototypes of products for a wide range of uses
- Critique, evaluate and test their own ideas and products and the work of others
- Understand basic nutrition concepts and learn to cook
- Produce creative work
- Explore their own ideas
- Record their experiences
- Build and apply a repertoire of knowledge, understanding and skills
- Design and make prototypes of products for a wide range of uses
- Critique, evaluate and test their own ideas and products and the work of others
- Understand basic nutrition concepts and learn to cook

D&T Links from EYFS	Shape and Space Uses blocks to create own simple structures and arrangements. Talk about what objects are like and how objects, such as a sponge, can change their shape by being squeezed. Uses familiar objects and common shapes to create patterns and build models.	The World Explores objects by linking together different approaches: shaking, hitting, looking, feeling, tasting, pulling, turning and poking. Looks closely at similarities and differences in relation to objects.
	Technology Operates mechanical toys, e.g. turns the knob on a wind-up toy. Knows how to operate simple equipment. Shows skill in making toys work by pressing parts or lifting flaps. Recognise that technology is used in places such as homes and schools. Select and use technology for a particular purpose.	Being Imaginative Create simple representations of events, people and objects. Represent their own ideas, thoughts and feelings through design and technology.

KS	Areas of Study	Coverage
KS1	*Design*	• design purposeful, functional, appealing products for themselves and other users based on design criteria • generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology
	Make	• select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
	Evaluate	• explore and evaluate a range of existing products • evaluate their ideas and products against design criteria
	Technical Knowledge	• build structures, exploring how they can be made stronger, stiffer and more stable • explore and use mechanisms [for example, levers, sliders, wheels and axles] in their products
	Cooking and Nutrition	**Pupils working at a KS1 level should know:** • that all food comes from plants and animals • that food has to be farmed, grown elsewhere (eg home) or caught • how to name and sort foods into the 5 food groups

			• that everyone should eat 5 portions of fruit and veg a day • how to prepare simple dishes safely and hygienically (without using a heat source) • how to use techniques such as cutting, peeling and grating
KS2	Design		• use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups • generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
	Make		• select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities
	Evaluate		• investigate and analyse a range of existing products • evaluate their ideas and products against their own design criteria and consider the views of others to improve their work • understand how key events and individuals in design and technology have helped shape the world
	Technical Knowledge		• apply their understanding of how to strengthen, stiffen and reinforce more complex structures • understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] • apply their understanding of computing to program, monitor and control their products
	Cooking and Nutrition	**Pupils working at an early KS2 level should know:** • that a healthy diet is made up from a variety and balance of different food and drink, as depticted in the Eat Well Plate • that to be active and healthy, food and drink are needed to provide energy for the body	

4. RELATIONSHIP TO OTHER SUBJECTS

Design & Technology is taught as a subject specific activity through a combination of whole class teaching, group work and individual work. Cross-curricular links are identified when appropriate.

5. RESOURCE MANAGEMENT

Funding for Design and Technology will be within the school budget plan for each financial year. There is a central Design and Technology budget to cover the purchase of equipment such as tools, construction kits, consumable materials, books and other resource materials. The Subject Leader will be responsible for ordering equipment and materials. It is the responsibility of each

class teacher to identify additional resource needs within their classes. Equipment and materials have been organised in the archive. This will be maintained by the Design and Technology coordinator supported by teaching assistants as required. Any shortages, breakages or losses should be reported immediately to the Design and Technology subject leader.

6. REVIEW OF POLICY

This policy will be reviewed annually.