



Rose Hill Primary School Design and Technology Policy September

Intent

At Rose Hill we believe that Design and Technology provokes creativity, problem solving and imagination in pupils. Through careful planning, making and evaluating pupils are able to look at their work closely and reflect on their own creative choices. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens.

The design and technology curriculum at Rose Hill is designed to ensure that the units are relevant to the pupils so they have the knowledge, understanding and skills needed to engage in an iterative process of designing and making.

The progression of skills, knowledge organisers and using a range of key sources will ensure the children communicate their ideas, use technical knowledge to create and effectively reflect on the products they have made.

Implementation

To ensure children achieve what class teachers intend, class teachers implement the following:

- At the start of each lesson, each previous enquiry question from the current unit is asked to ensure children retain and build on previous knowledge.
- Key, academic vocabulary is used and planned into each topic which is linked to previous units taught. A clear progression of skills is tracked to enable children extend prior skills
- Links are made between previous units taught to ensure children build on knowledge learnt.
- Lessons are taught using enquiry-based questions to ensure children use their own technical knowledge and skills to meet a product criteria.
- As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity.
- Pupils will be able to critique, evaluate and test their ideas and products and the work of others.

Impact

Children will be able to:

- 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
- select from and use a range of tools and equipment to perform practical tasks
- evaluate their ideas and products against design criteria
- understand and apply the principles of a healthy and varied diet

Children show their understanding through a range of work in books to answer the key enquiry questions. Children are able to show what they have learnt through formative assessment during lessons and summative assessment at the end of each unit.