POLICY STATEMENT

DESIGN AND TECHNOLOGY

THE NATURE OF DESIGN AND TECHNOLOGY

At James Oglethorpe Primary School, it is our intent for Design & Technology to offer children (from EYFS to Year 6) the chance to use creative thinking and design within a defined purpose and tangible outcome. Through a variety of creative and practical activities, pupils are taught the knowledge, understanding and skills needed to engage in a process of designing and making. We make use of a variety of resources to support our teaching and we aim to build on these year on year.

Through the study of Design & Technology, pupils acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present Design and Technology, they develop a critical understanding of its impact on daily life and the wider world.

ENTITLEMENT:

It is our intention to ensure that every child develops Design and Technology capability. Teachers may teach a block of DT sessions over a couple of weeks rather than spreading lessons over a full term. We aim to teach one project per term which takes 8-12 hours.

AIMS:

Our Curriculum for Design and Technology aims to ensure that all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world .

- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users .

- critique, evaluate and test their ideas and products and the work of others

- understand and apply the principles of nutrition and learn how to cook.

The fundamental skills, knowledge and concepts of the subject are set out in the Programmes of Study in the following areas :

- Design
- Make
- Evaluate
- Technical knowledge
- Food and Nutrition