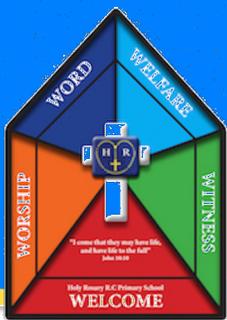


Design and Technology Policy



OVERVIEW

This policy is set within the context of the School Mission Statement:

"I come that they may have life and have life to the full

John 10:10

At Holy Rosary School Design and Technology is taught through a yearly based subject planner which details the key/sticky knowledge to be covered. In school we help the children to creativity and imagination, as they design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Through the evaluation process, they will develop a critical understanding of its impact on daily life.

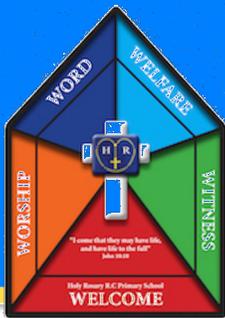
OBJECTIVES

1. To help pupils to develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.
2. To enable pupils to build on and apply their knowledge, understanding and skills in order to design and make products for a wide range of users.
3. To teach pupils how to critique, evaluate and test their ideas, products and work of others.
4. To enable pupils to understand and apply the principles of nutrition and learn how to cook.

STRATEGIES

1. We use a yearly subject based plan which details the themes to be taught. These also detail the key/sticky knowledge linked to the aims of the National Curriculum. The scheme of work is designed so that children are increasingly challenged as they move through the school.
2. Teachers will use a variety of creative and practical activities to teach pupils the knowledge, understanding and skills needed to engage in an ongoing process of designing, making and evaluating their work and others.
3. An appropriate range of teaching and learning strategies will be used in Design and Technology lessons to capture pupils' interest and to promote effective learning and progress.
4. Pupils will use research to develop a range of design criteria. This will help to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
5. Pupils will generate, develop, model and communicate their ideas through discussion, annotated sketches, diagrams, prototypes, pattern pieces and computer aided designs.
6. Pupils will select from and use a range of appropriate safe tools and equipment to perform practical tasks, for example: cutting, shaping, joining and finishing.
7. Pupils will have opportunities to select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.
8. Pupils will be given time to explore and evaluate a range of existing products and evaluate their ideas and products against design criteria, including their own, and consider the views of others to improve their work.

Design and Technology Policy



DATA PROTECTION STATEMENT

The procedures and practice created by this policy have been reviewed in the light of our Data Protection Policy. All data will be handled in accordance with the school's Data Protection Policy.

As such, our assessment is this policy.

Has Few / No Data Compliance Requirements	Has A Moderate Level of Data Compliance Requirements	Has a High Level of Data Compliance Requirements
✓		

Data Audit For This Policy					
What?	Probable Content	Why?	Who?	Where?	When?
Registration Admission Staff records	Name D.O.B. Telephone Details	Details for contacting parents and staff to indicate staff closure	SLT and Administration staff	Recorded electronically on SIMS and school App	Held on file throughout the child's time at the school. Computer retains copy of records in 'archive'.

OUTCOMES

This policy will ensure that all pupils, through a variety of creative and practical activities will become confident in the knowledge, understanding and skills needed to enable them in an ongoing process of designing and making as they draw upon other subjects such as mathematics, art, science and computing. Pupils will be confident to take risks as they become more resourceful, innovative, enterprising and capable individuals. They will understand how key events in Design and Technology have helped shape the world.

Revised and adopted by the Governing Body on: 2nd Dec 2020

Signed : P.Devine (Chair)

Date to be reviewed : Dec 2022