

Design and Technology Policy



Pendragon Community Primary School

Lead person: Subject Lead – C Dodman

Reviewed: May 2022

Ratified by Governors: 17 May 2022

Next Review Due: Autumn 2023

Design and Technology policy 2021-2022

Intent

At Pendragon Primary School, the curriculum is carefully sequenced to ensure that knowledge and skills in all subjects are acquired, retained and built on, year upon year. It is designed to provide first hand learning experiences and to allow the children to develop interpersonal skills, build resilience, be creative and to be critical thinkers. Our curriculum embraces the community in which it is situated, recognising local history, heritage, geographical and business links and most importantly, the aspirations of all our children.

Page 180 of the National Curriculum 2014 sets out the 'Purpose of study' and the following aims relating to Design and Technology:

- develop children's creative, technical, imaginative and evaluative thinking in a constructive way in order to perform everyday tasks and participate successfully in an increasingly technological world.
- give children experience of working with a wide range of materials to build a repertoire of knowledge, understanding and skills in order to design, make and evaluate high quality prototypes and products.
- provide all pupils with equal access to the Design and Technology curriculum and to raise awareness of the technology of other cultures and times
- promote good health, principles of nutrition, cooking and safety awareness and practices
- foster independence, co-operation, and collaboration.

Throughout the teaching of design and technology we also endeavour to meet the overarching aims of the school (REACH).

Implementation

- The National Curriculum 2014 sets out the core content to be delivered through the teaching of Design and Technology.
- The curriculum is organised around 6 Big Questions and threshold concepts – the big ideas in each subject. The 6 Big Questions foster an investigative approach to learning, embracing active learning and problem-solving. The

threshold concepts come up time and time again in many topics and help the children to assimilate new information into growing schema.

- Pendragon Primary School's long-term curriculum plan for Design and Technology gives an overview of Design and Technology coverage from Early Years to Year 6. Teachers use this as the basis for medium and short term planning.
- We endeavour to ensure learning in Design and Technology is an engaging, creative and meaningful experience for all children. Links are made between subjects; and enrichment activities, such as trips, visitors, special days and weeks are regularly planned as part of our cultural guarantee.
- Discrete Design and Technology lessons are taught regularly or as blocked units of work relating to a particular 'Big Question'. The application of skills and knowledge learned in one subject to a new context or a different subject is encouraged.

Impact

Through well thought out curriculum design, our pupils acquire a deep body of learning over time. Opportunities to make interconnected links to prior learning and regular retrieval practice enable them to build up a bank of skills and knowledge and showcase their understanding. The impact of the curriculum is evident in the curriculum products that the children produce. These products not only showcase their learning but provide opportunities to apply that learning in more complex or abstract contexts.

Equal opportunities and Inclusion

See Pendragon Primary's Equality statement in our school brochure

Assessment, Record keeping and reporting

- See Pendragon Primary's assessment policy

Monitoring and evaluation

- The design and technology subject leader, under supervision of the governors, headteacher and curriculum lead (SLT), is responsible for ongoing monitoring and evaluation in order to ensure high standards and improved outcomes across the subject.
- A subject action plan is shared and reviewed annually.