St Joseph's Catholic Primary School

Mater Christi Multi Academy Trust

Loving, Living, Learning Together

At St. Joseph's Catholic Primary School, we believe that every child is a unique creation of God.

We promote respect and care for one another following in the footsteps of the family Jesus wants us to be.

Caring for one another is at the centre of our school life.

We promise to provide educational opportunities and experiences to enrich the learning and well-being of the children by following the teaching of Jesus Christ.

Our school values its partnership with the Parish community and MAT, together enabling our children to become rounded, confident individuals, with an understanding of Gospel values as preparation for the world of work and life.

Design Technology

Policy

Written by:	Date reviewed:	Approved by:	Date for next review:
	September 2021		September 2022

St Joseph's Catholic Primary School
Design Technology Policy

- 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 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.

KS1 Objectives

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

KS2 Objectives

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

The Foundation Stage:

We encourage creative work in our Nursery and Reception class, as this is part of the Foundation Stage Curriculum. We relate the creative development of the children to the objectives set out in the Early Learning Goal which underpin the curriculum planning.

The children's learning includes designing, joining, exploring and testing materials and adapting. The range of experience encourages children to make connections between one area of learning and another and so extends their understanding.

Teaching and Learning:

Design Technology activities are taught in a variety of ways across St Joseph's RC Primary School, sometimes in blocks of taught time, as part of a topic, or in short skills-based activities where necessary. Design Technology has relevance across the curriculum and links with other subjects where possible.

Breadth and balance:

We will ensure that in any key stage the activities of drawing, painting, printmaking, collage, sculpture, textiles, 3D design and digital media are covered. We will ensure that pupils will develop their creative ideas in both expressive and craft design contexts and that their work will be informed by visual investigation from direct observation and other reference materials.

The study of the work of artists, craftspeople and designers from the locality, the past and present and a variety of cultures will be an integral part of practical art and design activities.

EXPECTATIONS:

By the end of EYFS all children should be entering Expressive Arts and Design ELG at least.

By the end of Key Stage 1&2, the performance of the majority of the pupils should be within the expected level for their age at least.

Assessment and recording:

Assessment is based on a combination of teacher and sometimes pupil self-assessment. At the end of each unit teachers will use the Evidence Me app to track pupils progress. Photographs will be taken of

pupils using taught skill which will be linked to the objective. Evidence will also be collected at the design/planning stage using a differentiated planning sheet and DT folders.

<u>The role of parents and carers:</u>

Parents and carers are encouraged to be involved with their pupils' learning through looking at Design Technology displays, and viewing and commenting on any work that has been added to St Joseph's school website or Class Dojo.