

KEW WOODS PRIMARY SCHOOL



Design Technology Policy

OVERVIEW

At Kew Woods Primary School we will help all children to develop an understanding of how to design and make products and systems through the effective teaching and learning of the knowledge, skills and understanding of design technology. We will use the National Curriculum Design Technology Guidelines as the basis for our scheme of work and we will make meaningful links with the other subjects of the curriculum. Our aim is to ignite a curiosity to learn about how widely design technology is used in our everyday lives and how, through DT, all children can develop innovation and become discriminating and informed users of products.

OBJECTIVES

1. To enable children to develop design and making skills using technical knowledge.
2. To develop children's ability to use tools and components skilfully and safely.
3. To enable children to work with a range of products in creative problem solving.
4. To teach children the skills required to cook a range of healthy meals.
5. To develop children's understanding of the importance of design technology in history and how design has shaped our lives.

STRATEGIES

1. We will begin the teaching of design technology in Foundation Stage using a variety of media and materials to create objects, artefacts, festive cards and 3D representations linked to topics. These activities are usually adult directed at the outset and children are then encouraged to practise the skills through continuous provision.
2. As the children move into Key Stage 1 they will build on their earlier work and begin to design and make purposeful, functional, appealing products for themselves and other users based on design criteria.
3. They will develop their technical knowledge to build structures, exploring how they can be made stronger, stiffer and more stable and explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. Appendix 1.
4. In Key stage 2 children will further develop their design and making skills by using 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.
5. They will develop their technical knowledge when they use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] and understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]. Appendix 1.
6. Children will be taught how to cook and apply the principles of nutrition and healthy eating.
7. Art and science will be closely linked with design technology as children use these subjects to communicate what they have learnt.
8. Through their understanding of the important historical developments in design technology children will be helped to develop an understanding of their identity as a British subject.
9. We will use financial resources to provide a wide range of components, tools and creative materials to enable quality products to be designed and made.

OUTCOMES

Design Technology will be used to promote excellence and enjoyment; it will have a strong presence in the ethos of the school through displays, exhibitions, enterprise and creative problem solving opportunities. Pupils will develop key design technology skills and enquiring minds, asking perceptive questions and thinking critically. It will inspire their curiosity to understand the importance of form and function in all design technology activities.

Appendix 1

Kew Woods Primary School Curriculum Map – Design Technology

Year Group	Coverage
Nursery / Reception	Create 3D representations linked to topics. Make festive cards and artefacts. Baking.
Year 1	Design purposeful and appealing products for themselves and others. Explore and evaluate a range of existing products - a bag for a special toy . Build a structure and explore how they can be made stronger - Eiffel Tower, 3D map Cooking and nutrition – potato salad
Year 2	Explore and use mechanisms (levers and sliders) – moving picture Cooking and nutrition – make a smoothie Cooking and nutrition – yummy muffin pizzas
Year 3	Pneumatic systems – make a moving monster Strengthen, stiffen and reinforce – make a book Cooking and nutrition – chicken sandwich
Year 4	Strengthen, stiffen, reinforce, (packaging) – make an Egyptian jewelry box Strengthen, stiffen, reinforce, (invention) – Invent a new musical instrument Electrical systems to light up – Anglo Saxon house Cooking and nutrition – Beany Dip
Year 5	Strengthen, stiffen, reinforce, (packaging) – make a box for Fair Trade biscuits Explore the use of mechanical systems (gears, cams, levers, cranks) – moving animal . Cooking and nutrition – make a cheese straws
Year 6	Strengthen, stiffen, reinforce, (structures) – make a shelter Electrical systems to move – make a motorised vehicle Cooking and nutrition – perfect pizza

