

Freegrounds Infant School

Design and Technology Policy



1. Introduction

Freegrounds Infant School is a Rights respecting school. Children and adults work together to recognise and act upon the rights of the child within our school, our local community, and the wider world. We believe that by understanding their own rights children learn to respect and value the rights of others.

In this Policy we specifically recognise the following articles from the UN convention on the Rights of the Child:

Article 3 The best interests of the child must be a top priority in all decisions and actions that affect children.

Article 12 Every child has the right to express their views, feelings and wishes in all matters affecting them, and to have their views considered and taken seriously.

Article 28 Every child has the right to an education. Primary education must be free and different forms of secondary education must be available to every child.

Article 29 Education must develop every child's personality, talents and abilities to the full.

2. Equal Opportunities

Freegrounds Infant School will endeavour to offer equal opportunity of access of all children regardless of gender, race, religion, disability and ability.

In line with the school's Disability Equality Scheme, we will:

- Offer learning challenges in Design and Technology appropriate to children's needs and abilities and give opportunities to experience success in learning and achieve as high a standard as possible.
- Take account of individual children's learning needs which if not addressed create barriers to learning in Design and Technology and make provision to enable these children to participate effectively in the curriculum and assessment activities.
- Make technology available to staff and children and encourage the use of the school website to find links to websites to enhance the children's learning at home.

3. Our vision for D&T

At Freegrounds Infant School D&T is taught in discrete blocks linked to our project work. The children work in a range of relevant contexts with a wide range of materials. During each unit we aim to cover the four elements of the National Curriculum which are design, make and evaluate. As part of their learning the children will also learn, develop and apply technical knowledge.

We aim to inspire all children so that they can become resourceful, innovative, enterprising and capable citizens.

All staff at Freegrounds Infant school are involved on our vision for D&T and are equipped to confidently deliver good practice within this. We consistently monitor and assess our D&T curriculum to ensure that practice in school is coherent and of a high quality. We ensure that our D&T planning is inclusive for all and provides each child with an appropriate challenge to encourage and inspire further learning.

4. Aims

At Freegrounds Infant School the aims of Design and Technology are:

- to develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world;
- to 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;
- to critique, evaluate and test ideas and products and the work of others,
- to understand and apply the principles of nutrition and learn how to cook.

5. Guidelines

All units of Design and Technology will include 3 types of activity:

- investigating and evaluating a range of familiar products;
- tasks that develop a range of techniques, skills processes and knowledge;
- designing, generating ideas, planning, working with materials, evaluating ideas.

In Year 1 and Year 2, we will ensure that mechanisms, textiles, food and structures are all incorporated into planned learning opportunities at least once. Within these units of work there will be learning opportunities for promoting creativity, developing designing skills such as generating, exploring, modifying ideas through drawing, modelling with materials, tasting and evaluating.

At Freegrounds Infant school we will often dedicate afternoons to Design and Technology. These sessions will draw upon and develop skills, knowledge and understanding from across the curriculum, particularly art, maths, science, computing and writing. All Design and Technology units will focus on the key aspects of learning: communication, working with others, problem solving, thinking skills and organisation.

6. Monitoring, assessment, recording and reporting of D&T.

The D&T lead is responsible for monitoring the standards of children's work and the quality of teaching. This person supports colleagues in the teaching of D&T, by giving them information about current developments in the related areas. Strengths and weaknesses and areas for further improvement are discussed with the Head teacher and colleagues and feedback is given to the governor responsible for D&T.

Formative assessments will be ongoing in order to establish a level of achievement and understanding. Each year group will highlight opportunities for formal assessment on planning. Design and Technology opportunities in other subjects should be highlighted on all planning. Whole school Design and Technology assessment grids should be used and updated termly.

Methods of assessing include:

- informal discussion
- observation
- pupil conferencing
- moderating against NC levels
- comparing outcomes against learning outcomes

Staff will collaboratively discuss a selection of work from different children, from each unit. These discussions will be supported by Age-Related Expectation descriptors and then used to inform future planning and assessment. We aim to communicate our successes in D&T with parents by providing an insight to the learning happening in the classroom on our website page. Parents are also welcome to come in and see the work produced by children which is on display.

7. Managing resources

All the resources for D&T are safely and securely stored in the D&T cupboard which can always be accessed by all staff. It is the D&T leads responsibility to ensure that the resources are kept up to date, ordered and accessible to all class teachers. Resources are ordered at the beginning of the academic term and allocated through class boxes which can be used in each unit.

8. Health and safety

The safety of the children is the responsibility of the class teacher. It is therefore important to ensure that all staff and helpers are confident in the appropriate and correct use of tools and equipment. There will be risk assessments, made in collaboration with the class teachers, for each unit of work in Design and Technology. The children will be made aware of the hazards, risks and risk control and how to recognise hazards.

Staff will always teach the safe use of appropriate tools and insist on good practise. Children will be taught to work safely and to understand that their actions can affect others. All food safety procedures will be followed when preparing for food activities and PPE will be worn by children/teacher and helpers during D&T activities. As part of their work with food, pupils should be taught how to cook and apply the principles of nutrition and healthy eating. Instilling a love of cooking in pupils will also open a door to one of the great expressions of human creativity. Learning how to cook is a crucial life skill that enables pupils to feed themselves and others affordably and well, now and in later life. Pupils will be taught to use the basic principles of a healthy and varied diet to prepare dishes and understand where food comes from.

9. Role as subject leader

As the role of subject leader, I will aim to raise the standards of children's experiences and performance in D&T. I will also focus on supporting and improving the quality of D&T teaching and learning in the classroom. I will endeavour to support all the Freegrounds Infant Staff with their understanding of D&T.

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