



Design and Technology Policy

1. Introduction and Purpose

Design and Technology is a vital subject that equips pupils with the creative, technical and practical skills needed to thrive in a rapidly changing and increasingly technological world. Through designing, making and evaluating purposeful products, pupils learn to solve real and relevant problems, apply knowledge from across the curriculum and think critically and creatively.

Our DT curriculum is inclusive and ambitious, enabling all pupils to develop confidence, curiosity and a sense of achievement as designers and makers.

2. Aims of Design and Technology

The aims of teaching and learning in DT are to enable all pupils regardless of age, ability, gender, physical or mental attributes, race or culture to:

- Develop the creative, technical and practical expertise needed to design and make high-quality products for a range of users and purposes.
- Learn to research, design, make and evaluate products
- Use a wide range of tools, equipment, materials and components safely and accurately.
- Develop an understanding of mechanisms, structures, electrical systems, textiles and food technology.
- Apply knowledge and skills from mathematics, science, computing and art in practical contexts.
- Become problem-solvers who can think critically, take risks and learn from mistakes.
- Evaluate existing products and their own work, developing the ability to reflect, justify decisions and suggest improvements.
- Understand the importance of sustainability, ethics and the impact of design and technology on the wider world.
- Work both independently and collaboratively, developing communication and teamwork skills.
- Build confidence, resilience and independence, enabling all pupils to see themselves as capable designers and makers.

3. Objectives of Design and Technology

The main objectives of teaching and learning in DT are to provide:

- Ensure pupils develop knowledge and skills in designing, making and evaluating products through practical, hands-on experiences.
- Teach pupils to use tools, equipment and materials safely and confidently.
- Provide opportunities for pupils to solve real and relevant problems.
- Promote collaborative learning while also developing independence and perseverance.

4. Teaching and Learning

Design and Technology is taught by all teachers. It is taught using the Kapow Primary scheme. It is included in our school long, medium and short term planning.

Role of the DT Co-ordinator

The role of the subject leader is to:

- Advise and support staff in planning, teaching and learning of DT
- Monitor the teaching of DT
- Gather, monitor and analyse assessment data
- Use feedback from monitoring and assessment data to develop an action plan with targets.
- Keep up to date on the use of DT in the curriculum
- Monitor the use of DT folders throughout the school

5. Key Skills

These are the four main components of the Design and Technology curriculum:

- Design
- Make
- Evaluate
- Technical Knowledge
- Cooking and Nutrition

The schools work in DT will cover the full programmes of study in the National Curriculum.

6. Inclusion

At our school, Design and Technology is taught inclusively to ensure that all pupils, regardless of ability, background or need, can access, participate in and enjoy DT learning. Teaching is planned to provide appropriate challenge and support so that every pupil can achieve success and make progress. Lessons are adapted through the use of differentiated tasks, scaffolding, adult support, alternative tools or resources, and flexible grouping where appropriate.

DT lessons value and celebrate diversity by drawing on a wide range of cultures, contexts and designers, and by encouraging pupils to design for a variety of users with different needs. All pupils are taught to work safely and respectfully, fostering confidence, independence and a positive attitude to learning. Through inclusive practice, Design and Technology enables every pupil to develop practical skills, creativity and a sense of achievement.

7. Assessment

The Kapow Primary scheme provides assessment opportunities for teachers to reflect upon and review their teaching strategies. Teachers are expected to demonstrate that work is improving in quality throughout the year.

8. Cross-curricular

Design and Technology provides meaningful opportunities for pupils to apply learning from across the primary curriculum. Pupils use mathematics to measure, mark out and work accurately, and science to explore materials, forces, structures and simple electrical systems. Links with computing support design, modelling and control where appropriate, while art and design contribute to creativity, aesthetics and visual presentation. DT also supports English through the development of technical vocabulary, discussion and evaluation of ideas, and PSHE through teamwork, resilience, problem-solving and understanding of safety and sustainability. These links help pupils see learning as connected and purposeful.

9. Health and Safety

Classes are equipped with suitable clothing for DT activities. It is the responsibility of individual members of staff to conduct appropriate risk assessment procedures following our school DT and Art risk assessment.

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