Design Technology

Design and Technology Policy

Why is Design Technology important?

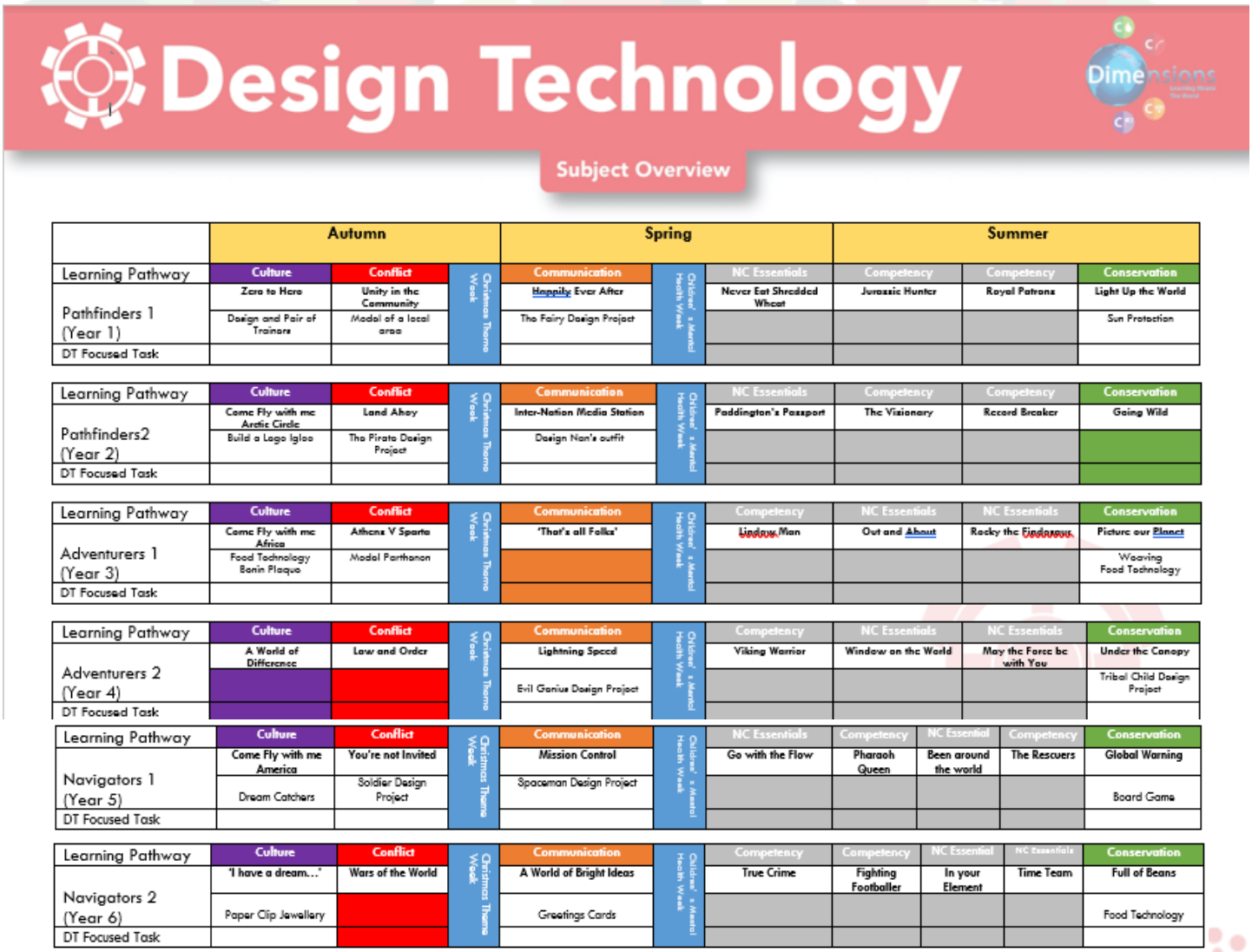
Design Technology helps us to develop as reflective learners, as we work through the design process.

Through design technology, we are able to work collaboratively to solve problems and find solutions, teaching us to deal with uncertainty whilst developing communication, organisational and other practical life skills.

In design technology, we learn to appreciate the needs of others, the built environment, and the likely impact of future technologies.

When is Design Technology taught?

Design Technology is taught both through Skills Development Tasks and through design projects. The Satellite View maps out which thematic units feature this subject and clearly shows the objectives taught.



	Autumn			Spring			Summer		
Learning Pathway	Culture	Conflict	Christmas Theme Week	Communication	Children's Mental Health Week	NC Essentials	Competency	Competency	Conservation
Pathfinders 1 (Year 1)	Zero to Hero	Unity in the Community		Happily Ever After		Never Eat Shredded Wheat	Jurassic Hunter	Royal Patrons	Light Up the World
	Design and Pair of Trainers	Model of a local area		The Fairy Design Project					Sun Protection
DT Focused Task									
Learning Pathway	Culture	Conflict	Christmas Theme Week	Communication	Children's Mental Health Week	NC Essentials	Competency	Competency	Conservation
Pathfinders2 (Year 2)	Come Fly with me Arctic Circle	Land Ahoy		Inter-Nation Media Station		Paddington's Passport	The Visionary	Record Breaker	Going Wild
	Build a Lego Igloo	The Pirate Design Project		Design Nan's outfit					
DT Focused Task									
Learning Pathway	Culture	Conflict	Christmas Theme Week	Communication	Children's Mental Health Week	Competency	NC Essentials	NC Essentials	Conservation
Adventurers 1 (Year 3)	Come Fly with me Africa	Athens V Sparta		'That's all Folks'		Lindow Man	Out and About	Rocky the Findhorns	Picture our Planet
	Food Technology Benin Plaque	Model Parthenon							Weaving Food Technology
DT Focused Task									
Learning Pathway	Culture	Conflict	Christmas Theme Week	Communication	Children's Mental Health Week	Competency	NC Essentials	NC Essentials	Conservation
Adventurers 2 (Year 4)	A World of Difference	Law and Order		Lightning Speed		Viking Warrior	Window on the World	May the Force be with You	Under the Canopy
				Evil Genius Design Project					Tribal Child Design Project
DT Focused Task									
Learning Pathway	Culture	Conflict	Christmas Theme Week	Communication	Children's Mental Health Week	NC Essentials	Competency	NC Essential	Competency	Conservation
Navigators 1 (Year 5)	Come Fly with me America	You're not Invited		Mission Control		Go with the Flow	Pharaoh Queen	Been around the world	The Rescuers	Global Warming
	Dream Catchers	Soldier Design Project		Spaceman Design Project						Board Game
DT Focused Task										
Learning Pathway	Culture	Conflict	Christmas Theme Week	Communication	Children's Mental Health Week	Competency	Competency	NC Essential	NC Essentials	Conservation
Navigators 2 (Year 6)	'I have a dream...'	Wars of the World		A World of Bright Ideas		True Crime	Fighting Footballer	In your Element	Time Team	Full of Beans
	Paper Clip Jewellery			Greetings Cards						Food Technology
DT Focused Task										

How Does Our Learning Grow?

Design Technology

How is Design Technology taught?

Design Technology is taught through a combination of subject knowledge, skill building and design and make projects. Food technology is also taught through
thematic units and our 3D PSHE programme. Learning takes place both inside and outside the classroom.

What do we learn in Design Technology?

Within the 'Learning Means the World' Curriculum we learn about:-

Mechanisms
Sliders
Levers
Structures
Textiles
Food technology
Electronics

We also complete design technology projects in each phase for specified clients e.g. the pirate, the evil genius, allowing pupils the opportunity to both experiment and apply their knowledge and skills.

How do we assess and monitor design technology?

Children are assessed at the end of each thematic unit based on their knowledge and understanding of the individual curriculum strands. Teachers use professional judgement and class work to make accurate assessments. These are stored on a central Excel spreadsheet including all the subjects from the unit.

Supporting Children with SEND

Teachers will plan lessons so pupils with SEN and/or disabilities can study Design Technology wherever possible and ensure that there are no barriers to every pupil achieving. This personalized approach ensures that additional support is readily available when needed, enabling each child to thrive in their Design Technology education.

National Curriculum
Design Technology Key Stage 1

Design Technology National Curriculum Objectives (KS1)		Where are they taught?
Pupils should be taught to…		
Design	design purposeful, functional, appealing products for themselves and other users based on design criteria	Come Fly With Me! Arctic Circle Light Up the World Inter-Nation Media Station Happily Ever After Zero to Hero Land Ahoy!
	generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology	Come Fly With Me! Arctic Circle Light Up the World Happily Ever After Zero to Hero Land Ahoy!
Make	select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing)	Come Fly With Me! Arctic Circle Light Up the World Inter-Nation Media Station Going Wild Happily Ever After Unity in the Community Land Ahoy!
	select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Inter-Nation Media Station Going Wild Happily Ever After Zero to Hero Land Ahoy!
Evaluate	understand the important of exploring and evaluating a range of existing products	Happily Ever After Land Ahoy!
	evaluate their ideas and products against design criteria	Happily Ever After Land Ahoy!
Technical Knowledge	build structures, exploring how they can be made stronger, stiffer and more stable	Unity in the Community
	explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products	Come Fly With Me! Arctic Circle Light Up the World
Cooking and Nutrition	use the basic principles of a healthy and varied diet to prepare dishes	KS1 3D PSHE C1 U1 L2-3
	understand where food comes from	KS1 3D PSHE C1 U1 L1-2

National Curriculum Coverage
Design Technology Key Stage 2

Design Technology National Curriculum Objectives (KS2)		Where are they taught? (LKS2)	Where are they taught? (UKS2)
Pupils should be taught to…			
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	Lightning Speed Under the Canopy 'That's All, Folks!'	You're Not Invited Mission Control Global Warning
	generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	Lightning Speed Under the Canopy 'That's All, Folks!' Picture Our Planet	You're Not Invited Mission Control "I Have a Dream…" Global Warning
Make	select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing) accurately	Lightning Speed Under the Canopy Athens v Sparta Come Fly With Me! Africa Picture Our Planet	You're Not Invited Mission Control Come Fly With Me! America A World of Bright Ideas
	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	Lightning Speed Under the Canopy Come Fly With Me! Africa Picture Our Planet	You're Not Invited Mission Control "I Have a Dream…" Global Warning

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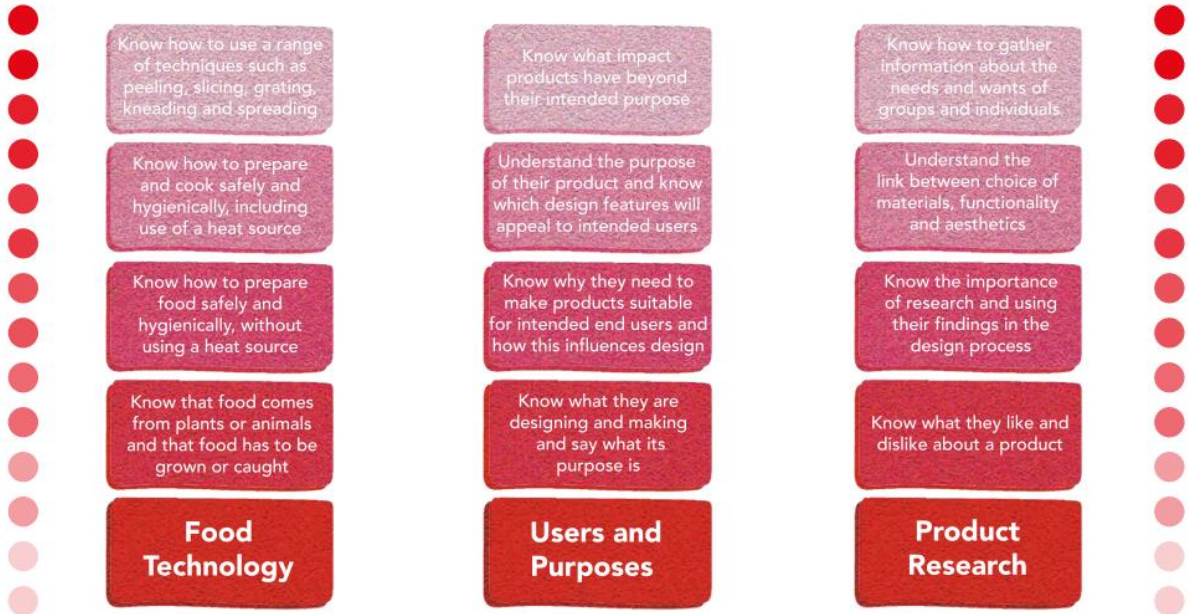
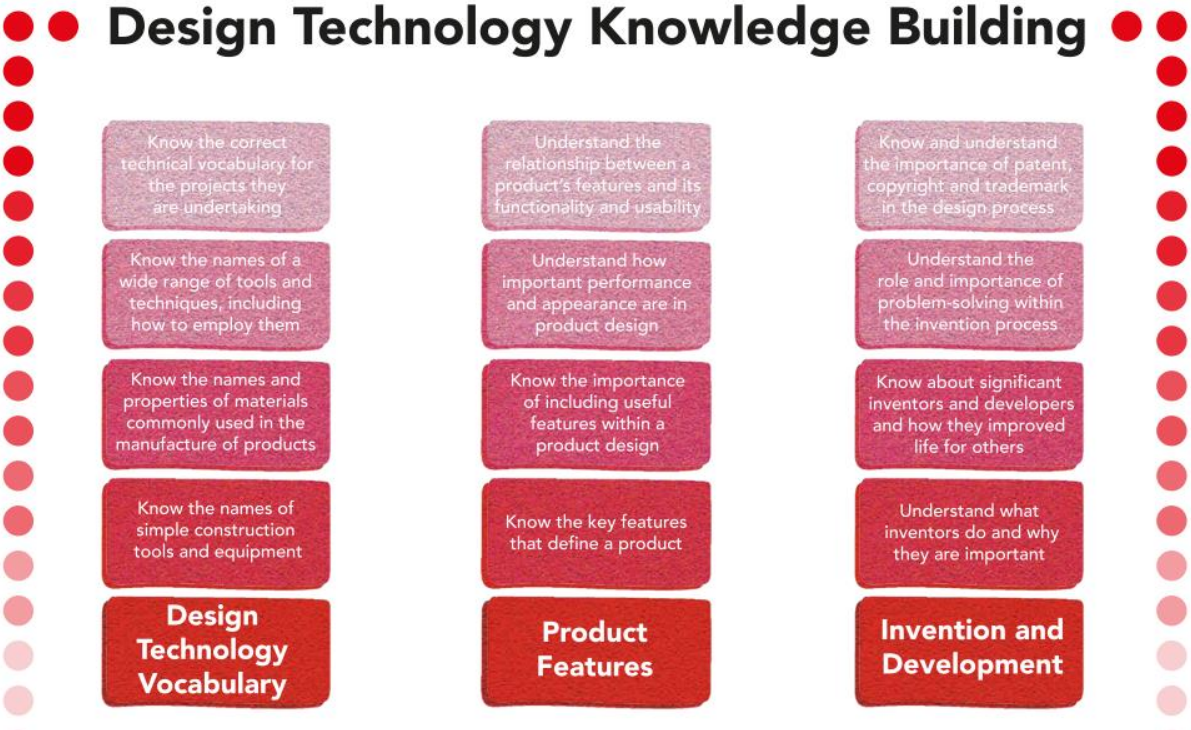
Progression within Design Technology

Design Technology Knowledge Building



Design Technology Knowledge Building



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How Does Our Learning Grow?